

EIDOS
INTERACTIVE

DIMENSION
PUBLISHING

IAN LIVINGSTONE'S

DEATHTRAP

Dungeon™



\$14.95 U.S. \$16.95 Canada



THE OFFICIAL STRATEGY GUIDE

SQUARESOFT®



EIDOS
INTERACTIVE

www.eidosinteractive.com

©1998 Eidos. Eidos Interactive is a trademark of Eidos, Plc. ©1997 1998 Square Co., Ltd. All rights reserved. Final Fantasy and SquareSoft are trademarks of Square Co., Ltd.



Try not to forget your loved ones.

FINAL FANTASY VII

Now for the PC.

DEATHTRAP

Dungeon

THE OFFICIAL
STRATEGY GUIDE

CREDITS

Author

ZACH MESTON

Production, Layout & Design

TIM LINDQUIST

Associate Publisher

GREGORY OFF

National Marketing Director

MARK WINDING

Publisher

DAVID WINDING

Published by

DIMENSION
P•U•B•L•I•S•H•I•N•G

Special Thanks:

From Eidos Interactive:

Mike Schmitt, Tom Marx, Matt Miller,
Brian Schorr, Frank Horn, James Poole,
Phil Baker, Phil Gelber, M.R. Kelly, Mike
McHale, Pras Gabrillo, Gary Keith,
Sutton Trout, Paul Baldwin, Kelly
Zavislak, Susan Boshkoff and Lee
Wilkerson.

Family and friends:

Jeanne, Catherine, Jennifer x3™,
Skeetch, Adam, Suz, Gram, Pops,
Spencer, Maggie, Alex, Andrew,
Ashley, Alvin, Bentley, Kelli, Ariel and
Baggie.

Entire contents copyright ©1998 Dimension Publishing, Inc. All rights reserved. Reproduction in whole or in part without the express written permission of the publisher is prohibited. Dimension Publishing, Inc. and the authors have made every effort to determine that the information contained in this book is accurate. However, Dimension Publishing makes no representation or warranties with respect to the accuracy or completeness of the contents.

DEATHTRAP DUNGEON is a trademark of EIDOS, PLC. © 1998 EIDOS. PlayStation, the PlayStation logo and PS logo are trademarks of Sony Computer Entertainment Inc. God bless the chickens.
PRINTED IN THE U.S.A.

ABOUT THIS BOOK

The Sony PlayStation, because it has far less internal memory than a mighty PC, has to chop up Deathtrap Dungeon's levels into smaller stages. (38 stages, to be exact.) We've based the strategies and screenshots in this book on the PlayStation version of the game, but the strategies also apply to the PC version; you'll merely be playing through larger stages instead of smaller chunks.

At the end of each stage, you're shown the number of kills, secrets and pickups that were available, and how many you tallied. Keep in mind that in many of the stages, it's not only unnecessary to get a "perfect" score of kills or pickups, it's literally impossible. (The secrets can always be found.)

We don't describe how to fight most of the enemies, with the exception of the big, bad bosses. The general rule: save the special weapons for particular enemies (which are usually encountered shortly after you collect the weapon) and use the regular Sword whenever possible to save up your spells and ammo-driven weapons for groups of enemies and other unusually tough areas.

My thanks this time around go to all at Dimension Publishing and Eidos... Enjoy!

Zach



TABLE OF CONTENTS

GETTING STARTED/THE BASICS	6-7
SPiRE 1	8
SPiRE 2	9-10
SPiRE 3	11-12
SPiRE 4	13-14
LABYRINTH 1	15-16
LABYRINTH 2	17-18
CiRCUS 1	19
CiRCUS 2	20-21
CiRCUS 3	22-23
THE PiT 1	24-25
THE PiT 2	26-28
THE PiT 3	29-30
THE PiT 4	31-32
THE PiT 5	33-34
THE PiT 6	35-36
BEiFRY 1	37-38
BEiFRY 2	39-40
BEiFRY 3	41-42
SEWER 1	43-44
SEWER 2	45-46
SEWER 3	47-48
SEWER 4	49
TRENCH 1	50-51
TRENCH 2	52-53
TRENCH 3	54-55
iNVERSiON 1	56-57
iNVERSiON 2	58-59
iNVERSiON 3	60-61
iNVERSiON 4	62-63
iNVERSiON 5	64-65
iNVERSiON 6	66-67
iNVERSiON 7	68-69
iNVERSiON 8	70
iNVERSiON 9	71
DRAGON 1	72-73
DRAGON 2	74-75
DRAGON 3	76-77
DRAGON 4	78-79



GETTING STARTED/BASICS

CLOSE-COMBAT WEAPONS

SWORD: The default weapon. Usually requires two or three hacks to kill even the weakest monster in the Dungeon.

WARHAMMER: Very slow, but able to kill most enemies with a single smack.

RED SWORD: Used against Dragons and Demons.

BLACK SPIRIT SWORD: Only used against the horrid Purple Dragon, this weapon does damage to the user as well as the victim.

SILVER SWORD: The only way to slice and dice

undead foes.

VENOM SWORD: This is the weapon to use against poisonous beasts of all varieties.

MAGIC WARHAMMER: This is the only weapon that can harm the Rockmen (who only appear in a single stage of the game).

UNARMED COMBAT: The "weapon" of last resort.

Everybody's NOT kung fu fighting in Deathtrap Dungeon, and a blade will chop off a fist every time.

ATTACK METHODS

You have four attacks and a block move, which is more than enough to handle most of the Dungeon's denizens. If you hold the buttons for a particular attack, you execute a "three-hit combo" for that attack. Keep holding and you repeat the combo endlessly.

ATTACK 1: Vertical Swing. Press UP and ATTACK.

Very slightly faster than the Horizontal Swing.

ATTACK 2: Horizontal Swing. Press LEFT or RIGHT and ATTACK. With a Sword, you can decapitate the knee-high imps with a single swing.

ATTACK 3: Backward Swing. Press DOWN and ATTACK. Ironically, this is by far the best of the four attacks, simply because it's so fast that most enemies are completely unable to block it. This is the move to

use when a bad guy is behind you. The two-handed Warhammers are too heavy to use this attack.

ATTACK 4: Stab. Press ATTACK. The fastest forward attack, but the least powerful.

BLOCK: Press BLOCK. In one-on-one combat against almost any opponent, you can block his/her/its blow, quickly strike with a Stab, and block again. Not useful against multiple foes, as they can attack from multiple directions.

RANGED WEAPONS AND SPELLS

BLUNDERBUSS: Despite the stupefyingly dorky name, the Blunderbuss is a decent shotgun-style weapon. Somewhat difficult to aim, though.

BOMB: Hold the ATTACK button to set the throwing distance, then run for it.

GRENADE LAUNCHER: An excellent and deadly weapon. Use the first-person view to aim.

INFERNAL DEVICE: Essentially a rocket launcher, the Device takes an eternity to fire and reload.

FIRETHROWER: A flamethrower for which ammo is quite rare.

FLAMELANCE: A laser-beam machine gun.

STARSPELL: Damages the Undead and brightens up dark and dingy corridors.

FIREBALL: Does what it sounds like.

RAZORSPELL: Hurls a cloud of Gillettes through the air, slicing the target to ribbons.

JETSPELL: Hurls an avalanche of rocks through the air and into a very sad monster.

ARC OF POWER: Thunderbolts and lightning, very very frightening, and very very deadly.

WAR PIG: Essentially an explosive homing missile. A wonderful weapon against most baddies.

POTIONS AND CHARMS

HEALTH POTION: Each one chugged restores 15 health points. If your health is at 86 or above when you take a Potion, it's added to your inventory, to be swigged when you really need it.

ANTIDOTE: Cures poisoning. As with most of the potions and charms, you can only hold a maximum of five.

STRENGTH: Makes you able to kill most creatures with a single sword-swing.

SPEED: You can run faster. Very rarely necessary in

the game, however.

CHARM OF ICY COOL: Imbued with the power of resin, the Charm absorbs almost all the damage of fire attacks.

WARDING: Creates a magical shield around you that absorbs a limited amount of damage.

ANTI-MAGIC CHARM: Absorbs magical attacks for a short time.

INVISIBILITY: They can't see you, but you can see them. Very rare and very rarely useful.

MONSTERS

ALCHEMIST: These three fiends are responsible for having built the Automata. Their attack strategy is to lob Bombs in your direction and cackle when you blow up. Attack them with powerful weapons, as they can absorb tons of punishment. They're also very resistant to fire magic.

BLACK KNIGHT: These undead enemies will fall much faster to the Silver Sword and Warhammer than to other weapons.

GREATER AUTOMATON: This giant, fire-spewing robot has but a few weaknesses: fire and energy attacks (Flamelance, Arc of Power).

JESTER: A bit tougher than the lesser creatures (imps, Orcs), but still easy enough to slice apart with conventional weaponry.

MINOR AUTOMATON: A small robot with a long-range flamethrower. Attack these from a considerable distance, or get behind them and hack them apart before they can turn around and unleash the fire.

RATMAN: There are three types of Ratmen: guys with Swords, guys with Blunderbusses, and guys with Rocket Launchers. The Blunderbusses can also whack you with bayonets, but the Rocket Launcher troops are helpless when you get within chopping range. Always stay on the move against the armed Ratmen.

RAT OGRE: Huge Ratmen with equally huge clubs. Do NOT get mixed up in combat with a group of them. They can be killed one at a time with blocking and stabbing, but Ranged Weapons are the best choice of all.

RED KNIGHT: Not as powerful as the Black Knights, and not Undead, but still tough to kill.

ROCK MONSTER: These stone-cold creatures can only be smitten by the Magic Warhammer. Otherwise, you gotta run.

WARRIOR PRIESTESS: Scantily-clad Amazonians who die surprisingly easily under your blade. Dangerous only when they attack in groups.

AGRASH: This demonic deity is invulnerable to all fire attack and vulnerable to only one weapon, the Red Sword. He can be killed with other spells and weapons, but it'll take freakin' forever.

BLOODBEAST: This extremely poisonous critter can only be slain by whacking it in the forehead with a Venom Sword.

HYDRA: This three-headed nasty can't fly, but it can bite at you and breathe fireballs. Use the Venom Sword and keep moving to avoid the heads.

SKABULUS (RAT KING): He's a Rat Ogre with a Crown. He also has two tougher-than-average Ratmen Guards.

MELKOR (RED DRAGON): The game's final boss. First, you have to assail him with the Infernal Device, Flamelance, Fireballs or War Pigs until he lands. THEN you have to chop away at his scaly hide with the Red Sword before he takes off again. AND you have to burn through Charms of Icy Cool and Anti-Magic to prevent your nasty death.

VILEFOR (PURPLE DRAGON): Vilefor is completely invulnerable to fire; you need to use Ranged Weapons and the Black Spirit Sword. Be careful with the ammo — conserve some of it for the final battle with Melkor.

SPIRE 1

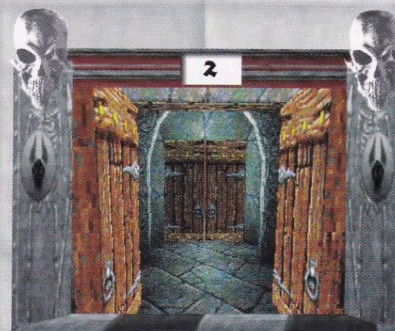
LOADING...

Welcome to the Dungeon. No creatures of the underworld patrol the great Gatehouse. Take this chance to prepare yourself, and practice your skills before venturing into the depths of the earth. You are safe here - for now...

KILLS: 0 SECRETS: 0 PICKUPS: 6



Run forward past the six flags (which have fooled many unfortunate tourists into thinking this is a theme park, not Deathtrap Dungeon) and through the three sets of double doors. They automatically open as you approach, in a real spooky-like fashion.



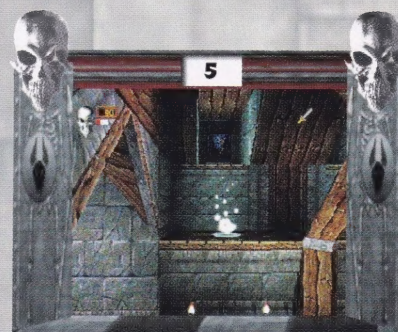
After you pass through the third set, they all slam shut behind you, in a real ominous-like fashion.



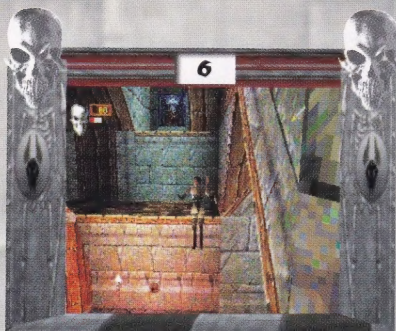
Now you have to sprint past four fireball launchers in the walls. There's a lengthy timespan between each launch, so you can casually walk past each launcher instead of running, and look very cool in the process.



After the fourth launcher is an exit door, and an outcropping step on the right. Climb up the steps to the ledge above, snagging three Razorspells.



Turn right and run to the opposite end of the ledge. Throw the switch to activate a teleporter on the ledge across from you.



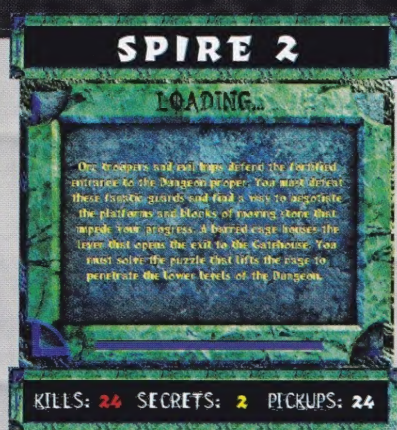
Run to the other end of the ledge, where you climbed up. Turn to face the opposite ledge, get a running start and jump across at the last moment.



You snag two Fireball spells as you land. Run to the opposite end and into the teleporter to collect the Fireball at the top.



Be careful: once the teleport is used, it can't be reactivated. Return to the end of the hall, run forward and throw the switch to unlock the double door. Walk onto the fragile floor slabs, which collapse and drop you to the "exit." One level down, and so many, many more to go.



Walk through the foreboding doors and into the central chamber, with a dome-gate smack-dab in the middle.



It's time to shed your first blood and send your first limbs flying by chopping up the three Orcs that foolishly attack.



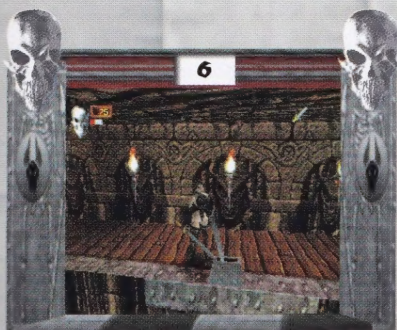
Take the Silver Key one of them leaves behind. Go through the door to the left of where you entered and kill the two imps, who are at the perfect height for swift decapitation.



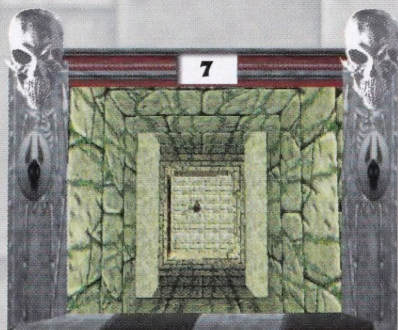
Slaying the diminutive duo opens the portcullis door behind them. Run down the ramp and through it. Go through the hall, killing two stumbly-bumbly Orcs (I can almost hear them stammering "Which way did he go, George? Which way did he go?"), and pull the lever to open the chamber directly behind you.



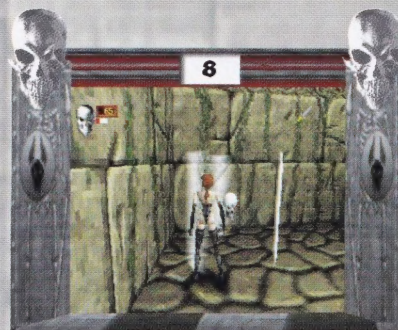
Spin around disco-style, walk into the cramped space and pull the lever to lower a platform in the previous room.



Return to that there previous room, turn left and walk onto the platform, then press the ACTION button to ride up. (Get used to pushing ACTION to kick-start elevators.) Walk around the ledge and yank the lever in the floor. "One more to go," sez the game.



Return to the central chamber, slay the stray Orc with a moderate amount of prejudice — save the extreme stuff for later — and continue across the chamber and through the door. Throw the wall switch to ride up the elevator.



Walk into the main chamber and kill the two imps, because killing is fun. Walk up to the floating skull in the corner and use it to save your game.



Now walk to the flat platform in the opposite corner and press ACTION to take a ride. Jump across two platforms to the central platform, with a lever for the throwin'. Pull it to form a bridge behind you. Turn around, run across and snag the Fireball scrolls.



Now get a running start and leap across to the group of pillars against the wall. Climb to the top, sneak up behind the imps, and slice through both their noggins before they know what's happening. (Serves them right for cackling like Beavis.)



Enter the next room and you're told to "Kill the orc to call the lift." We read and obey. Pull the lever in the wall to fire the rockets lodged in the roof. They shoot downward and incinerate the Orc.



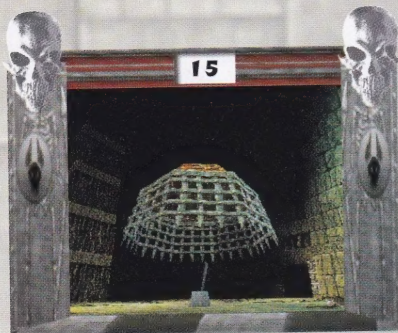
Walk onto the elevator and ride down to a corridor, where you're told "The lift is deactivated." D'ohh. D'ohh, i say. Walk into the corridor and kill the stealthy Orc around the corner.



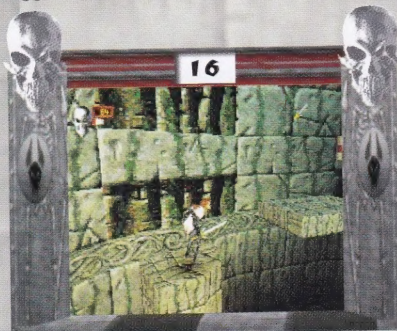
Watch out for the fireball trap in the corridor just past Orc-Boy. Walk along the wall to avoid triggering it.



Or, if you're criminally insane, set it off and dodge the fireballs instead. Enter the left alcove, guzzle the Health Potion and hit the switch. Run back through the corridor and into a new alcove. Throw the next switch.



Run back down the corridor into the right alcove. The wall slides backward, revealing an arrow pointing to the left. Follow the arrow to three Health Potions and a large floor switch. Yank that sucka, brutha, and the dome thingmabob in the central chamber flies up, up and away. Groovy.



Return thy muscular booty to the central chamber, killing an Orc near the elevator as you go. (For a little extra fun, try hacking on the Orc's corpse after you've already slain him. If you're lucky, you might even lop off another appendage.) Kill a second orc and collect the items around the chamber: two Health Potions along the walls, and a Razorspell and War Pig placed on ledges. (Climb the pillar next to each ledge and jump across to collect the item.)



Now yank that central switch to reveal a spiral staircase. Sweet, like candy.



Save the game at the brand-new floating skull and enter the portcullis behind it. **SECRET #1:** Take the Flamelance, which is essentially a medieval machine gun.



Return to the central chamber and kill four smelly imps (two are there right away, and two appear later). Return to the Flamelance room and "open" the wall, which is a secret door.



Throw the lever to open a portcullis "elsewhere." Return to the central chamber and go through the door leading to the elevator.



SECRET #2: Run to the end of the hallway and open the chest for many tasty goodies.



Playtime's over, Bubba. Time to blow this pop-stand. Return to the central chamber, climb the stairs, and go through the door at the top into a large room. Arm yourself with the Flamelance and run forward onto the platform. The second you touch it, two giant spiders drop from the roof to spin their web of pain upon you.



Kill the foul arachnids and ride up the platform to a series of platforms. One of them has a Health Potion on it, but you have to jump over to it and risk losing Health in the process; a few of the other platforms have Antidotes. Walk from platform to platform until you reach the highest one, which carries you across to the exit gate. Open it, chop-chop the two Orcs behind it, and walk into the teleport.

SPIRE 3

LOADING...

Find and capture the chamber that houses the Great Engine. Use this hellish machine to gather treasure and clear your path. Beware of the two-wheeled Knackerers. They are bound by powerful magic; you cannot harm them in any way. Before venturing on the final part of this level, you must find the Venom Sword and solve the puzzle to reach it.

KILLS: 3 SECRETS: 2 PICKUPS: 11



Walk outside to see two giant steamrollers called Knackerers. Not exactly a name that strikes fear into the hearts of men, you know? "Run for your lives! The Knackerers approach!"



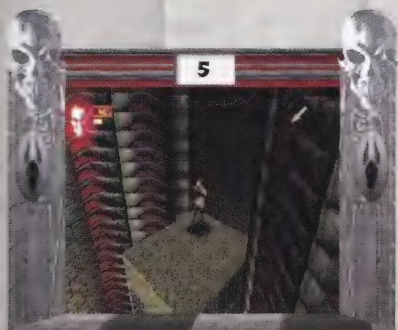
They roll in a clockwise direction around the center of the room. Follow one of them to the opposite side of the room, then turn around to face the central pillar. Run up to it, open the gate, and sprint forward to the elevator.



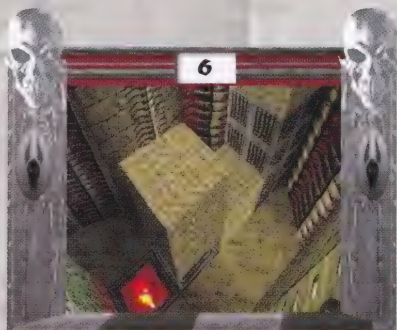
Ride upward, then immediately run forward and go through the portcullis. Don't walk or otherwise delay, lest ye be flame-broiled (not fried) by a fire trap in the left wall. Walk onto the platform and press the ACTION button to float across to the next portcullis.



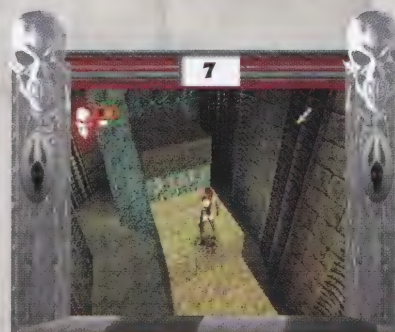
Go down the moss-lined elevator (looks like a certain dungeon owner hasn't been paying his cleaning lady) to a corridor. Pick up three Bomb Shots in the corner, turn right, and destroy the rolling robot with the powerful weapon. Don't get too close, or the 'bot switches on his flamethrower and singes off your eyebrows, along with the vast majority of your face.



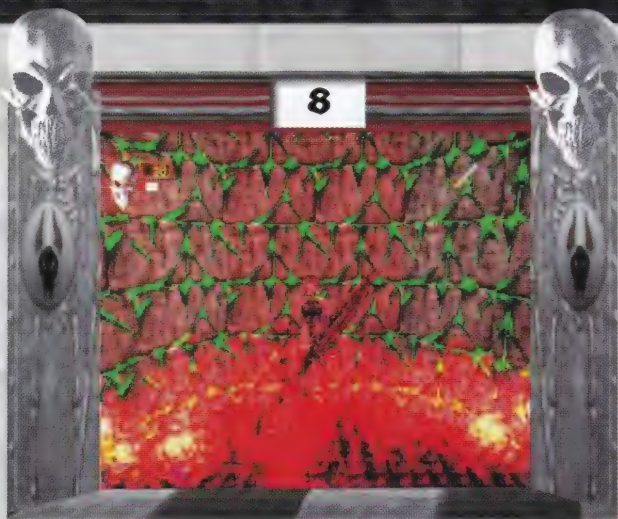
Walk to the opposite end of the corner and save the game. Return down the corridor and turn right. Walk onto the ledge overlooking the Tower Room and press ACTION to lower the ledge.



Walk slowly forward and drop to the next ledge, then turn and drop to the floor. Hello, floor. Throw both switches on the mossy wall — no relation to the grassy knoll — to drop blocks into the fire-spewing holes. Wish it was that easy to shut Michael Bolton's hole, you know what I'm sayin'?



Climb up the blocks to the top.



Drop into the chamber with the Venom Sword; your selfless act of leaping unlocks the door to the exit teleport. Wait for the fire traps to erupt before taking the Sword.



Stay against the wall and the elevator soon carries you back up. Walk back across the blocks and one of them automatically rises as you step onto it.



Instead of returning to the corridor, drop to the ground. **SECRET #1:** Explore the hole under the block that rose to find some lovely parting gifts.



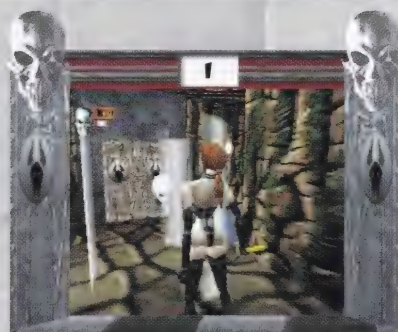
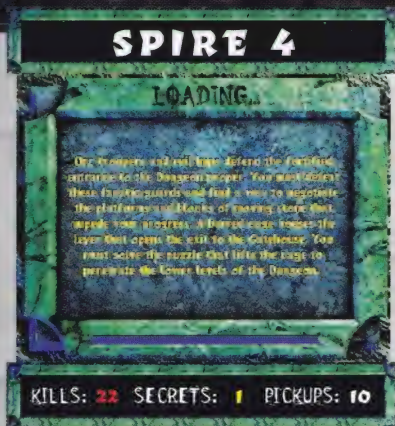
Climb back up the blocks and return to the corridor. Run up and duck into the right-hand alcove, then zoom up the elevator. **SECRET #2:** Open the chest for, you know, stuff.



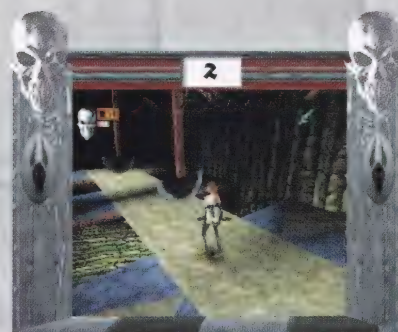
Throw the switch to return to the corridor. Jog upward and ride up the elevator at the end. Continue forward to find a teeter-totter being teetered and tottered in an evil fashion by two Imps. The little cretins are working fire traps to keep you from escaping.



Use the floor switches to kill the Imps by setting off fire traps to kill them. Throw the switch on the left when the left side is up to scorch imp #1, and do the same on the right to bump off imp #2. The exit is clear, and you may proceed to get the hell out.



You just can't help but feel an involuntary tightening of the danglies when a save point is located at the start of the stage.



Use it (or lose it) and walk through the top door, which leads to a walkway with two gigantic swinging blades.



In this room, you're attacked by warrior priestesses, whom I will call "Amazons" because I'm kooky, but they almost invariably get chopped into bacon bits by the blades. If you really want to fight all the Amazons, you can drop down at the start and go through either of the lower doors into the chamber below the blades. Up to you, Testosterone Man (or Estrogen Woman).



Use the next save skull and walk down the corridor to the next room. In this chamber, the wooden pillars in the ceiling smash into the floor at regular intervals, so avoid getting pulped beneath one, won't you?



You're attacked by six Venom Girls (I'll tell you what they want, what they really, really want — your head on a stick), armed with maces and bad language.



The first four attack individually, but the last two come after you in a tag-team of terror. There are two ways to kill the Girls. The first is the boring way; hit a Girl three times with the Venom Sword to kill her. The second is the fun way; lure a Girl onto one of the circles on the floor and keep her there until she's mashed like a tater.



Watch for the Girl to strike her attack pose, and run away if she does. After the fifth and sixth Venom Girls have been deconstructed into polygonal body parts, a save skull appears and a door slides open.



Save if you're healthy and go through the next door, disemboweling (one of the nastiest words in the English language, if you ask me) two Amazons as you enter.



Turn right and run into the blue room, then kill another two Amazons. Silly wenches!



Open the chests along the walls for a Warhammer in one and several scrolls in the other. Now walk along the blue wall and open a secret door.



An Amazon teleports behind you, so spin and strike her down. Enter the corridor you revealed and pull the hard-to-see switch on the left wall.



Return to the large mossy chamber, turn left and go up the elevator.



Drop out the window (a semi-psycho move that costs 5 Health) and run into the gap where the elevator used to be. **SECRET #1:** it's a Strength power-up.



Red Lotus strong! Red Lotus smash! Throw the switch to call the elevator down and take another ride. This time, follow the passage, which is filled with five bloodthirsty Amazons and late 13th-century decor. Lucky for you the Amazons basically attack one at a time. After lancing the guts of the fifth and final chick, pull the switch in the wall to open the exit door.



Return to the elevator, killing a sixth Amazon who somehow thinks she can harm you. Pshaw. Go down the elevator, turn left, and run to the exit room for several Health Potions. Throw the switch to turn on the teleport and complete the stage.

LABYRINTH 1

LOADING...

The Alchemists of Eternia have conducted real experiments on the people of Eternia, transforming many of them into mindless Minotaurs. You must battle your way through the labyrinth to find the Alchemists' Lair. Steep, deadly Automata, traps and fire pits and traps dog your path. Time is your greatest enemy, for the Minotaurs will soon be released.

KILLS: 39 SECRETS: 1 PICKUPS: 29

The cruel and callous designers (I'm just guessing they are, of course) have added a time limit of sorts to this stage. If you finish within the limit — counted off by six chimes (the game tells you how many are left) — you're rewarded with bonus power-ups. If you don't finish within the limit, not only are you not given the items, but several Minotaurs are released in various locations. Harsh, dude. You might wanna play through the stage a second time after figuring out where to go, in order to beat the clock and earn the goodies.



Use (but don't abuse) the save skull and run forward into the main chamber. Turn right and walk down the slope. Wait for the fire trap to flame on and off, then open the door and back up again so you aren't toasted while the thing slowly slides open.



Walk through and kill two imps in the corridor. Open each of the two solid doors, kill another two imps, and take the items. One has Warding, another a chest filled with stuff.



Now open the portcullis and turn the wheel inside to shut off the fire traps elsewhere in the stage. Fire bad!



Return to the main chamber and run straight across to the next door. Open it and enter the corridor. There are two switches on the wall. Pull the first one to open an area with a Minotaur guarding a third switch. Leave it for the moment and pull the second switch; kill the Minotaur behind the door and take the Bomb Shot.



Now pull that third switch to open a corridor outside, leading to a Rocket Launcher Shot.



Return to the previous corridor and drop down into the lower area. Kill the Minotaur there, even though he's not causing any trouble. Open the chest for Health Potion and pull the switch on the narrow pillar to open another area.



Pull the switch around the corner and walk into the teleport to zap back up to the corridor. Run out to the main chamber and climb the block you raised with the switch. Follow the left-hand corridor, but snag the Health Potion in the corner between the corridors. Near the end of the corridor is a light floor section. Don't walk onto it, lest you plunge into one of the corridors you explored earlier.



Run and jump over the light section and pull the switch in the corner. Return to the corridor and jump left into the tiny space you just revealed. Kill the imp and take the Blunderbuss Shot.



Turn around and jump across to the next corridor. This one has two fire traps in the wall. Unless you found the Magic Armor of Flame Retardance, I suggest you tread carefully past them.



Open the wooden door at the end of the corridor, then quickly turn around and kill two teleporting imps. After killing the beasties, turn back to the door and shred two more of the scurrilous scum. Enter the room and ride up the elevator.



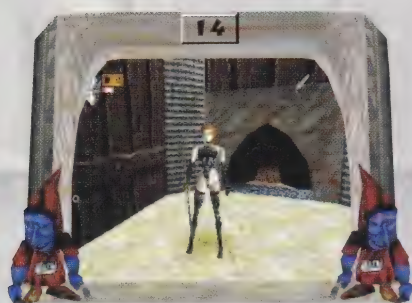
Snag two Health Potions as you walk out to the corner. Turn right and run along the path, past a bridge to the left and archway to the right.



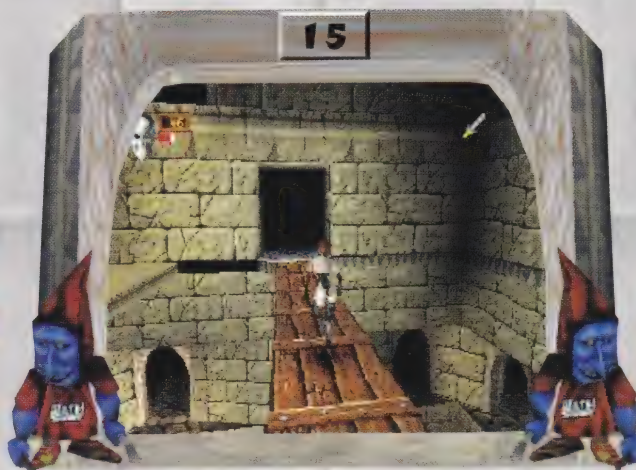
Continue forward and around the corner into a dark corridor with two doors. Open the left door for a quick glimpse of an imp — which could only be a more unpleasant sight if the imp was, say, naked — and open the hidden door on the right.



Climb up and throw the switch to deactivate the traps elsewhere in the corridor. You also activate a handy-dandy save skull. Drop back down and go through the two doors, chopping the imp behind door number two into a pile of quivering, bloody sushi. Don't stand under the door as it slides back down or you will unsurprisingly be squished. Pull the switch to open a passage elsewhere in the stage.



Return to the walkway and go through the archway you passed earlier, which is now on your left. An elevator automatically carries you up to the next walkway.



Follow the walkway to a switch and yank it. This rotates a walkway which will soon allow you to collect the Blunderbuss, perhaps the worst-named weapon in any video game ever. Return to the elevator and go back down, gleefully hacking apart twoimps on the way. Please run across the bridge and ride up the next elevator, if you'd be so kind.



Walk outside and open the hidden door on the right; it's the light wall patch. **SECRET #1:** Quickly jump over the light floor segment, take the Magic Warhammer, and jump back out to the main corridor.



If the hidden door slides shut, you have to drop into the pit and slide all the way back down to the lowest corridor, which means you can kiss those end-of-stage bonus items good-frickin'-bye. Jump onto the ledge and walk to the alcove. Pull the switch inside to rotate the ledge underneath the (groan) Blunderbuss. Go grab it, because while its name sucks, its killing potential doesn't.



Walk back along the ledge and drop to the golden platform below. Open the hidden door in the corner, take the bountiful harvest of items, and pull the switch.

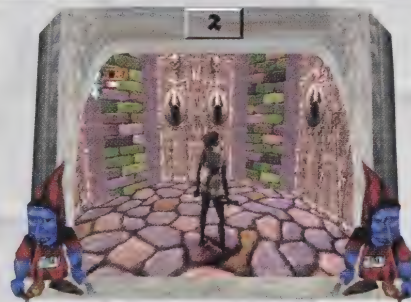
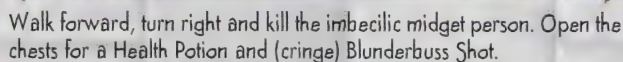


Return outside and take the Golden Key. (If you'd tried this before pulling the switch, you'd be in serious trap-induced pain.) A door opens behind the Key; run out to the walkway and all the way to the end. Open the portcullis with the golden skull and ride the elevator to finish. Did you beat the clock? No? It's okay, man. Don't cry. Group hug.

LOADING..

The Michonites have constructed powerful standards - ergonomic mechanical gauges. They give a bridge over most cases. Then you will have to test with the three Michonites of things, then turn down, adding their internal needles and firmwork record traps, and the Michonites' form of measures will be yours.

KILLS: 26 SECRETS: 1 PICKUPS: 43



Walk forward to the three doors and open the right-hand portal. Slaughter (I'm rapidly running out of thesaurus entries for "kill," and we have another 30 levels to go — this is bad) the two imps and yank the switch.



Turn around, enter the second door and slay another two imps. Pull the lever next to the golden door, then run back to the three doors and take the Golden Key behind the third and final.



Return to the golden door and go through. Collect the goodies, including a tasty Silver Sword, and open the next door. Strike fast and kill the Minotaur behind it.



Use the save skull and open the next door. That central floor section will collapse when you walk onto it; after sinking twice, it finally gives way completely and drops you into a spike-filled pit. Best not to touch it at all, y'know?



Go into the right-hand corridor and throw the switch at the end, along with guzzling the Health Potion. Run back down the corridor and leap across to the next switch. Yank it, turn around and leap left over the hole. Take the Coin and kill the imp (or imps; sometimes, a second one joins his ugly blue brother). Turn right and throw the switch on the wall.



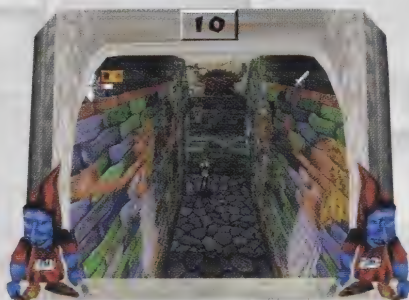
Run across the walkway in the next room, dodging any rockets blasted in your direction.



Throwing the switch activated moving platforms that slide in and out of the walls; run into the left-hand corner and throw the switch there to turn off the rocket launcher. Stand in the window to avoid falling to your demise.



On the other side of the walkway, go left to the two chests.



Walk to the right chest and spin the wheel in the wall to turn off the flame traps above both boxes. Open them for a Fireball scroll, Bomb Shot and (heaving sigh) Blunderbuss Shot. Now go into the corridor just left of the rocket launcher. Climb up and throw the switch to activate a trap in the floor. Walk back along the corridor until you fall. This wipes out much of your Health, wonderfully enough.



After shaking off your nasty fall and stumbling to your feet, open the solid door, swivel and kill the sneak-attacking son-of-a-blank imps. Once their heads are bouncing, enter the room and throw the switch. Return to where you plunged into this area and walk onto the narrow ledge. Hit the ACTION button to take a little ride and snag the Red Key.



Turn around and jump to the other narrow ledge. Press ACTION, turn around and jump across to the power-ups: three Health Potions and a Charm of Icy Cool. Return to the ground — use the ledges. Open the portcullis at the end of the corridor, collect the items and walk into the teleporter. You reappear at the far end of the long walkway. Jump over to the skull and save. Run across the walkway and pull the switch in the left corner once again. Finish crossing the walkway and dart into the right corridor. Kill the Minotaur at the end, then turn around and slice & dice through Imps.



Whew, okay, jump onto the ledge and yank the switch, then explore the four open doors and take the items therein. Return outside and turn right. Follow the corridor, save at the skull, ride the elevator, and walk into the teleport.



There's a solid wall ahead; open it and dash back around the corner to avoid an excess of body piercings by the fusillade of arrows.



Enter the left corridor and open the first hidden door; behind is a robot and a switch. The second hidden door goes into a room with Coins and chests, including a Silver Key.



An Alchemist attacks when you leave the treasure room, and he can absorb a heapin' helpin' of Blunderbuss blasts.



Take the Bomb Shot left behind after he croaks. Now go to the right corridor, open the hidden door and immediately run away so you aren't toasted by the 'bot. Destroy it, take the Health Potion, and throw the switch in its area. Now jog across the long bridge and turn left.



Go through the gate, turn left and go through another gate. **SECRET #1:** Open the chest for a plethora of items.



Return out to the bridge and run straight ahead to a room with a crate in the middle. Open the hidden door on the right, kill the robot and throw the switch.



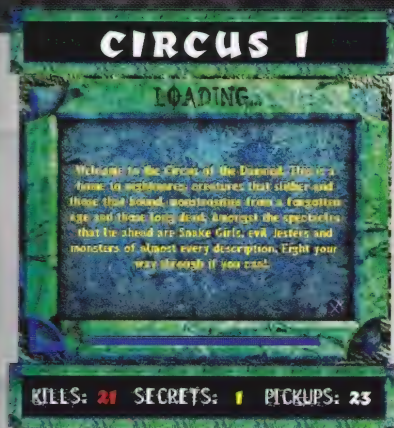
Return to the walkway and go down the other side. Run straight ahead to the gate, open it and go through. Go down the left corridor, then turn around and kill the Alchemist who appears behind you. Continue down the corridor to two doors.



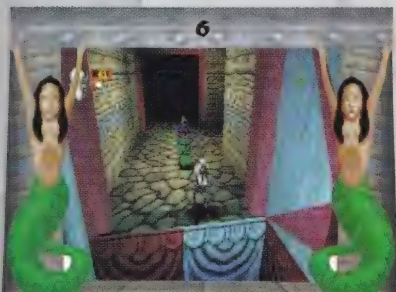
Open the right door and throw the switch to open the other door. Kill the robot and throw the switch. No sweat.



Return to the bridge, turn right and go through the door to the exit. When you try to open the exit, an Alchemist appears to your left. Terminate his feeble existence, go through the door and ride the elevator to complete the stage.



Use the save skull, return to the previous room and swing the Venom Sword like a madperson to make shishkebobs of the two Snake Girls.



Walk through the next gate, turn left, and turn left again. **SECRET #1:** Walk off the ledge to snag plenty of power-ups in mid-air and automatically teleport back to the intersection. Wacky!



Run straight ahead to take it (if you still have a Venom Sword, it's almost out of juice) and use it before the stunned Girls start swinging. Open the door and kill two more Snakes; one is in the new room, and the other comes at you from the long hall.



Turn to the right, and gaze upon a couple of switches; throw the one that's NOT below the Snake Girl portrait.



Go through the gate that opens up and take the items. Return to the skull and run through the double doors. It's the Circus of the Damned! Come smell the excitement! Run forward to the intersection and drop off the ledge at the location "marked" by a skeleton.



Go through the double door with the Snake Girls motif above it.



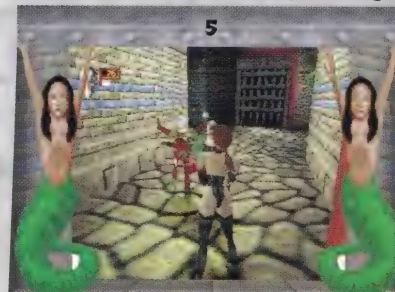
Kill these two and yet another two show up. When the final pair of reptilian chicks has been dispatched, run down the hall and throw the two switches. (One is tucked around a corner.)



Turn and run through the left door. Follow the corridor to a jack-in-the-box. Cute. Open it and take the two Starspells and Red Key.



Run through the door between the Snake Girls and take the Venom Sword. Right now.



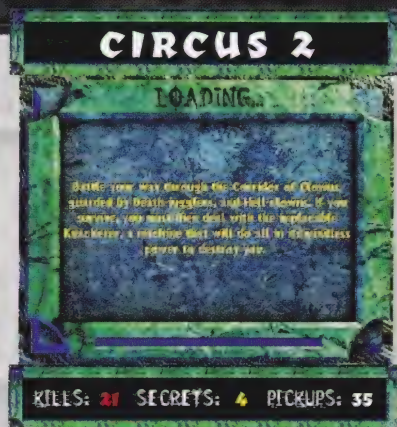
The fall is made up by two Health Potions. Pull the switch and enter the teleport to return to the intersection. Return to the skull and turn left. Open the portcullis and kill the two Jesters. Only killing mimes could be any more satisfying.



Walk along the corridor and kill the two Jesters by opening the can of whoop-ass located on your person. Continue forth to the double doors; swing them wide-open to see two Snake Girls talking about their Snake Boyfriends and guarding a Venom Sword.



Return to the previous room through the other passage. Return to the intersection and go through the left unopened door. Kill the two Jesters, but don't open the jack-in-the-box, which is really a bomb-in-a-box. If you got overexcited and opened it anyhow, you still have a few seconds to run away before it explodes. Go through the next door, kill the Jesters, and open the two boxes (but run away, 'cause one of them blows up). Take the Health Potion and Warding, and continue forward until you stumble into a cross-corridor with two Snake Girls. Kill the Girls, or run past the buggers, and slip through the door they're guarding to finish the stage.



Go down the elevator and follow the corridor; go through the door and use the save skull. Continue forward to the T intersection. Turn right (as the Jester portrait looks on) and pull the switch at the end of the corridor.



Run into the room with the Knackerer, pull the floor switch, and run through the left gate (left from where you entered). Don't stop moving; just press the ACTION button when you're close and listen for the click.



Hurry through the gate before it slams shut. Open the box across from the gate and ignore the other one. Among the items you're showered with are Health Potions and (wince) Blunderbuss Shot.



Walk down the corridor to find another Knackerer patrolling the hall. Wait for it to turn, then run behind it and dart into the left alcove. Don't open the bomb box unless explosive death is on your to-do list; just yank the switch.



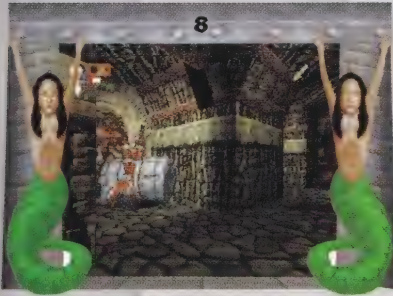
Run forward and down the hall, collecting Coins and scrambling through the gate. Return to the T intersection and down the left corridor. Kill the flock of Jesters; several of them leave you Health Potions in their wills.



Use the save skull and continue down the corridor to a door. Open it up and put the big hurt on five more Jesters. They're laughing on the outside, but bleeding from puncture wounds on the inside.



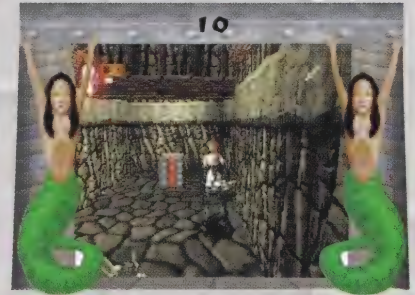
Don't walk all the way down the corridor. Instead, head down the second corridor on the right (just past the switch). When the door starts opening, run around the corner and away from the Knackerer.



Stand at the switch and wait for the Knackerer to roll into the small room, then throw the switch to trap it. Use the first-person view to know exactly when to snap the door shut.



Run down the corridor to where the Knackerer came from and turn the wheel to turn off a flame trap. Return to the main corridor, turn right and run all the way down. Open the right gate and use the save skull.



SECRET #1: Run straight ahead and open the hidden door with the skeleton in front of it. The box has two Fireballs and two Health Potions.



Return to the skull, turn right and run down the hall. **SECRET #2:** Turn right and open the second hidden door, then open the box for more items. Turn around and proceed down the corridor until you're gang-tackled by three Jesters.



Bogus extremis, if I may use the Latin. Chop their bleedin' limbs off and continue down the corridor through a wooden door. You reach what seems like an intersection, but the "doors" can't be opened.



Continue through another wooden door to a T intersection. Turn right and go through the door. Thwack the two Jesters to death and open the double doors to reveal a Witch. (A second Witch also appears behind you.) This extremely nasty enemy attacks you with Arc of Power spells, and her swords are poisonous, which rules out hand-to-hand combat. Use your Fireball spells to knock her out ASAP.



The first Witch leaves behind an Arc of Power, Health Potion and Golden Key. Use the Arc to kill the second Witch behind you. When both bi-er, Witches are toasted, two item alcoves are revealed in the room of the first Witch, filled with Fireballs and Health Potions. **SECRETS #3 AND #4:** Pull the levers to reveal two alcoves in the room of the second Witch. (Each switch opens the alcove on the other side of the corridor.) Clean out both alcoves. Ransacking is fun!



Return to the T intersection, go down the left path and open the left door. Kill three final Jesters and go through the door to finish the stage.

CIRCUS 3

LOADING...

First, you must defeat the Snake Temple, and plunder its treasure house. You will need all the equipment you can find to get through the Positions of Terror. These great positions are the homes of ungodly creatures of horror. But the last two positions house the greatest terrors of all. You will need all your cunning and strength to defeat those that inhabit the third and fourth positions and escape this Circus of the Damned.

KILLS: 37 SECRETS: 1 PICKUPS: 45



Run forward to the intersection, use the save skull and turn left. Run forward and ride up the elevator.



At the top are two Zombies, axe-wielding undead that are not to be trifled with. Instead of trying to kill them, quickly jump into the pit and collect three Health Potions as you fall.



Run back to the intersection and go straight ahead through the double doors into a temple. Kill the first Snake Girl and open the hidden door on the left.



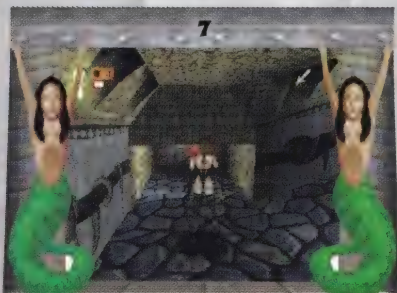
Pick up the Health Potions and other items, then turn and slay a second Snake. Turn left and run down the hall. Kill Snake #3 and pull the switch. Carnage. Ain't it cool?



Turn around and run left into a small room with a chest. Open it and collect the stuff bequeathed unto you.



Run outside, turn left and open the small hidden door.



SECRET #1: Follow the corridor up and around; open the hidden door on the way and take the Red Key inside.



Continue to the end and drop into the pit for the Venom Sword. The walls slide into the ground to reveal Snake Girls. Kill them if you're feeling studly, or run away and return to the intersection.



Save at the skull, turn right and go down the elevator, then go through the double door. Run to the end of the corridor and open the chest for items.



Return down the corridor and through the door. This is the first of four combat arenas. A strange vehicle pulls onto the scene and starts spewing out Jesters; blast them and their axe-chucking Zombie pals to pieces with the (d'ohh) Blunderbuss.



When all is quiet and all are dead meat, the gate to the second arena opens. Run down the hall and open the chest for a Venom Sword, then return and enter arena two. Slice six Snakes to open the next door.



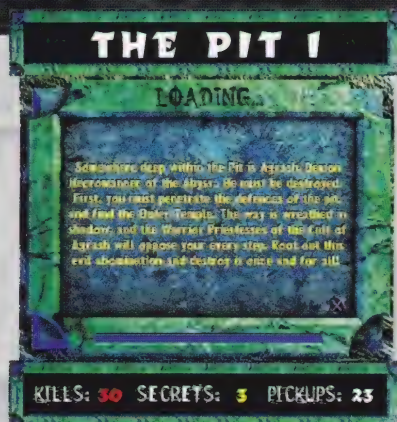
Run down the hallway, use the save skull and open the chest for items. Inside the third arena are Zombies. Not easy, but don't use those special weapons; save them for the extremely nasty final boss. Use the Venom Sword and lure them into hitting each other with their axes.



Run down the hall before the fourth arena and open the chest for Health Potions. So who's the fourth and final boss? A tyrannosaurus rex!



Here's the trick we used; walk into the fourth arena far enough to trigger T.Rex, then immediately dash backward back into the hall. The T.Rex follows, but gets stuck in the hallway. Heh heh. Now shower him with Bombs, Fireballs and War Pigs. If you didn't save them up, well, you're pretty much screwed. The stage automatically ends when the T.Rex dies. If you decide to fight "fair" within the arena, there's a Warding power-up along the outside wall.



Use the save skull, open the door, and enter the room, whereupon you have to take care of four priestesses. (The fourth appears after you mutilate the first three.)



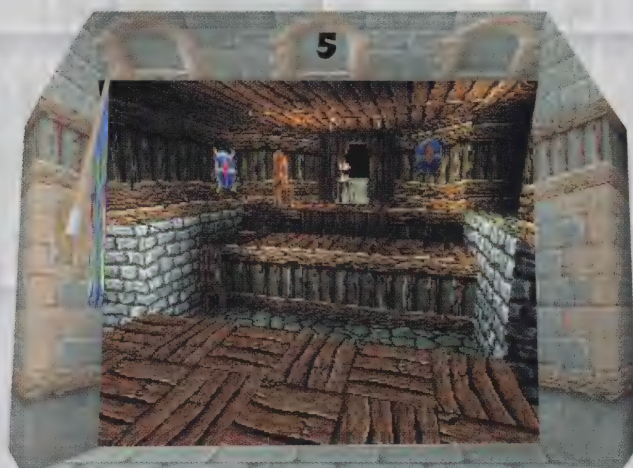
Scoop up the items on the shelves when the killing has ceased. **SECRET #1:** Walk to the metal door (adorned with skeletons), then turn around and run straight across to the far wall. Open the hidden door and take the items behind it.



Turn around again and go through the metal door. Enter the corridor and go down the left or right passage; they both lead to a room chock-full o' priestesses.



Chop through the Amazon hordes until a Witch appears on a high ledge. Ugh. You're going to need that Antidote in your inventory to cleanse yourself of the poisoning you're undoubtedly going to suffer.



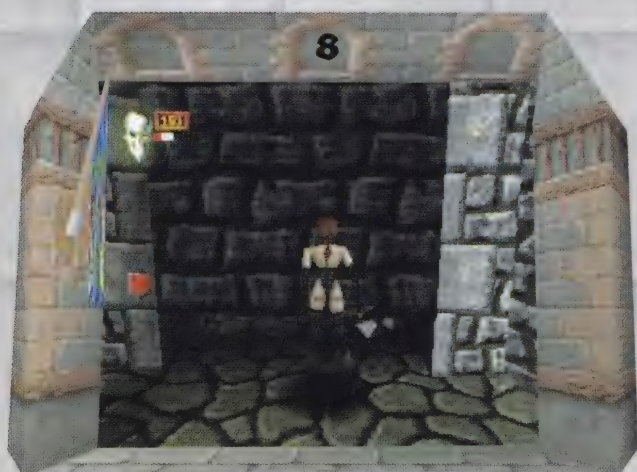
SECRET #2: When the Wicked Witch is dead, walk directly in front of the altar and push ACTION to call down a hidden elevator. Ride up and nab the Ankh of Vitality.



SECRET #3: There's a hidden door in the right wall of the Ankh chamber. (The brick pattern doesn't quite match the others.) Open it and take the Venom Sword inside, then open it again and use the brand-new save skull.



Return down the elevator and go through the exit door. (You can see a save skull through the window to the left.)



Turn left and open the hidden door — it's darker than the other walls — to find a (guffaw) Blunderbuss and some ammo.



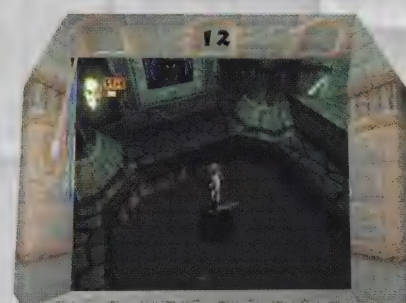
Back up and shoot the barrels with the (giggle) Blunderbuss to reveal a switch. Turn off the trap beneath the skull and use it. Turn around and run down the right corridor. A small alcove opens up with items within.



Take them and go through the left door into an area with red urns along the walls. Kill more Amazons, take more items. It's all good.



When the buff Bettys stop appearing, go through the next door into a new area.



The exit elevator is on the right, but hasn't been activated yet. Unacceptable. Kill the Amazon and walk forward. Take the alcove items and go down the elevator.



At the bottom, walk into the chamber and engage in combat with Amazons a mundo.



Thin out their ranks enough and you're attacked by a brand-new beastie, the four-armed Demon. Surprisingly, it's not too hard to slay, even with a plain old Sword.



When everyone is dead, run into the chamber, take the Flamelance, and throw the golden switch to activate the exit elevator. Return there and use it to finish the stage.

THE PIT 2

LOADING...

The High Priestess holds the key to the door that opens the way. Dark magic protects her from spells and missiles - only in close combat can she be slain. But how to find her? Find and ring the bells that summons her. To earth. Her knives, her fumes, sword-mistresses, and the four armed demons from the Abyss. The Temple is well stocked. Sneak it if you can!

KILLS: 37 SECRETS: 3 PICKUPS: 43



Go through the right-hand door (which conveniently slides open when you get close) and ride down the elevator.



Turn right and walk into the temple. Kill the Amazons and take the stuff on the shelf. Run through the corner archway and into the corridor. Turn the wheel at the end, then turn around and kill another Amazon.



Return to the temple and run past the red gate into the corner. Pull the switch to open the next door. Run back to the elevator and around the corner, hacking off the arms and/or legs of the Amazon lying in wait.



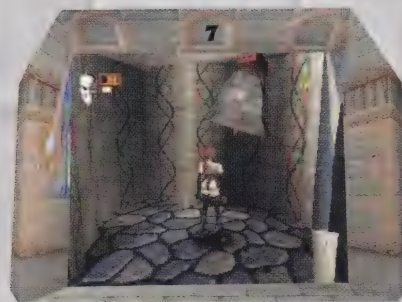
Proceed into the other temple and lay waste to the enemies. Open the chest for a Health Potion and take the (titter) Blunderbuss floating in the middle of the room.



Open the coffin, which rather surprisingly is vampire-free, for a Warding item.



And open the hidden door in the corner to find three Anti-magic Charms.



Now climb up from where you snagged the (out of jokes) Blunderbuss to the wall. Turn right and press ACTION to ring-a-ding the bell.



Turn around, kill the Demon, and pull the switch across from the bell to open the door back at the start of the stage.



Return to the start and through the now-opened door. Walk down the corridor until two Amazons try to nab you from behind. Yeah, like that's been working up to now.



Walk to the wall directly across from where the Amazons emerged and open the hidden door.



Pull the switch, continue down the corridor, and turn right. Dispatch the Amazon. **SECRET #1:** Climb up to the ledge on the left and use the save skull you revealed with that switch.



Go through the wooden door across from the skull and open the chest for two Health Potions. Don't miss the Coin in the corner, either. Go outside, turn left, then turn right. Climb into the alcove for three Coins, then go through the door to the next section of the stage. Keep killing Amazons until you hear a door slide open.



Go through it and take the Potions, spells and Venom Sword inside. **SECRET #2:** Turn left and open a hidden door with an Ankh of Vitality stashed behind it.



Return to the previous room and open a hidden door in the alcove just left of the room you used to enter. Behind it is a switch.



Throw the switch, run outside to the corridor, turn left, and go through the door you opened. Several Amazons besiege you from the left. Pierce their vital organs and take the items at the end of the corridor.



Return outside and through the only door you can open. Kill the Amazons and enter the passage. Take the Health Potion in the left alcove, then enter the right. Kill more Amazons and open the hidden door in the right wall. Take the Silver Sword.



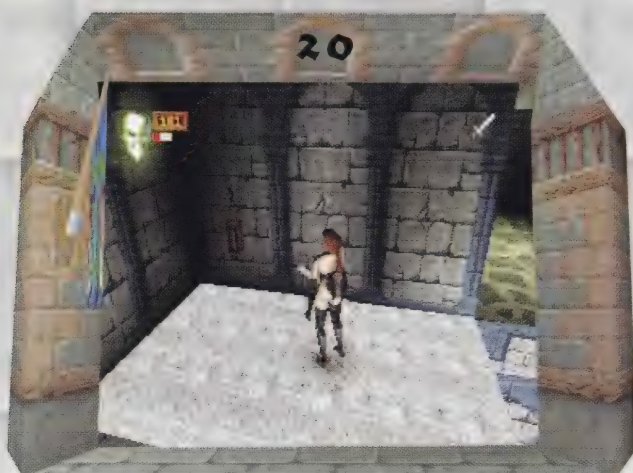
Turn around, run into the corner and throw the switch to open the door. Take the Health Potion and ascend the ramp to the next area. Arm the Silver Sword and kill three Skeletons. The Kate Moss look-alikes scream silently as they "die."



Take the Health Potion and use the adjacent save skull. Continue down the passage and ring the second bell to summon a Witch in a room you explored earlier. Extreme close-up!



Run down the passage and back to the first bell room, then return to the chamber with the Witch. Bash her broom-ridin' head in and take the Red Key she drops. Go to the other chamber and open the red door.



Run to the top of the corridor and jump to the right and onto the platform. Hit the switch to activate the moving platform.



Jump over to the second platform and again to the moving platform. **SECRET #3:** Let the platform carry you to the far wall and open the hidden door (the white brick wall). Jump into the area and snag the stuff.



Return onto the moving platform and float to the other side. Open the hidden door in the wall to the left of the switch.



Take the Health Potion and Blunderbuss Shot, then go through two more hidden doors (white walls). Slay the Demon and hit the switch behind it to create a bridge.



Walk across, turn right and walk to the wheel. Turn it to disarm the flame traps. Push the golden switch to open the two doors. Go into the right room for the Golden Key, then into the left room for spells. Run back across the bridge, turn left and go through the door to return to the start. Open the gold door and walk onto the elevator to finish the stage.

THE PIT 3

LOADING...

To reach the Temple, you must rescue the hidden princes. Find the secret way, and defeat the temple guardians that patrol the lower levels, and with the aid of your allies, destroy the evil forces of the evil king. May the gods be with you (for our own sake, too).

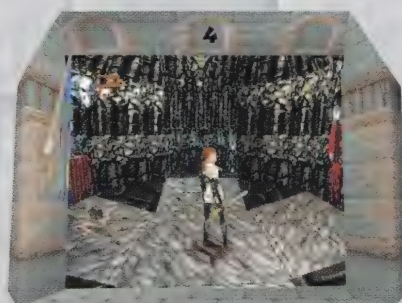
KILLS: 33 SECRETS: 2 PICKUPS: 37



Save your progress and walk into the first section of the cathedral. Kill the aggro Amazonians and take the floating Health Potion.



Go down the left tunnel. Move close to the wall across from the red platform as it slides open to reveal a trap. Open the hidden door between the platform and trap and throw the switch to disarm the danger.



Climb onto the platform and hit the switch to unlock the large door in the cathedral. Go down the right tunnel. Throw the switch inside the hidden door to lock the swinging blade in the ceiling.



With the trap disarmed, climb up to the chest and take the Silver Sword and Health Potion. Return to the cathedral and go through the unlocked door near the left tunnel.



Throw the switch to open it. Use the Silver Sword to swiftly sever the spines of the Skeleton and Zombies. Take the Health Potion and Coin after dealing death unto your foes.



Turn around and kill a second Skeleton, which triggers yet more Skeletons to join the party.



Continue whacking dem bones until a Zombie appears and attacks; kill him and take the Health Potion and Golden Key.



Run into the corner with the Blunderbuss on a high ledge. Use the narrow ledge on the ground (press ACTION) to ride upward and jump across to grab it, along with ammo. **SECRET #1:** Drop back to the ground, stand on the textured section of the floor, and press ACTION to lower yourself into an area with an Ankh of Vitality, among many other thingmabobs.



Ride up and run into the corner with the golden switch. Yank it to lower the narrow ledge, then ride up to another switch. Use this switch to open the door into the next section of the stage.



Run into the next section and kill the Zombies, followed by a late-to-the-party Witch. Once again, there are two tunnels; go down the right one first.



Beware of the arrow trap as you enter. Grab the Antidote, then climb up, pull the switch and return to the previous room.



Stand with your back to the switch, then run forward and slightly left into a new tunnel in the far-left corner.



Collect the items, stand in the center of the room, and press ACTION to descend.



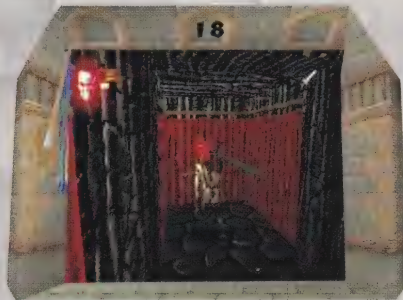
SECRET #2: There's a corridor and a dead end. Immediately turn left and duck into the alcove to avoid the arrow trap. Open the door, run forward and take the magic items.



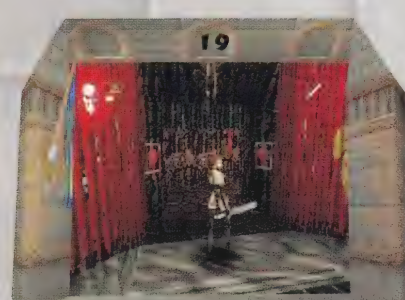
Return up the elevator to the previous room and go down the left tunnel. Kill the Witch, take the Silver Sword, then walk onto the pentagram and kill two Skeletons.



Open the hidden doors on either side of the pentagram. One has a Witch guarding a switch. Throw it to activate an elevator back in the tunnel. Go through the tunnel and use it.



Duck into the left alcove and take the Antidote. The other alcove has a Witch guarding an Antidote and Health Potion. Leap across to the other side and snag the Potion. Turn left, open the hidden door and kill the Witch.



Take the Red Key and open the hidden door behind it for Antidotes. Jump across again, then turn left and run back around to the left. Jump across, take the Silver Sword, and go through the red gate.



You reach an area with two corridors. Don't touch the skeletons on the ground, which trigger arrow traps. (Also avoid the trap when you open the chest.) Continue to the end of the corridors and leap across.



There are two Witches here, so eliminate them very quickly. Jump across again, climb up and throw the switch to activate a white elevator outside.



Walk onto it, descend, and kill two more Witches. Bloody hell! Run onto the elevator to leave this nasty stage forever behind you.

THE PIT 4

LOADING...

You have come to a great square hall in the very depths of hell. Catacombs infested with undead radiate from the central core. Zombies, Ghosts and Skeletons abound, and other more dreadful servants of Asmodeus the Demonlord. You must conserve your energy, for the journey into the deep is fraught with danger, and there is no succour or aid on the way.

KILLS: 42 SECRETS: 2 PICKUPS: 52



Use the save skull, then dash into the corridor and take the Silver Sword.



Turn around and kill six Skeletons as they appear. Take the Blunderbuss floating in the dark corner, an Antidote in the dark alcove, and two Health Potions in the chest. Return outside and drop to the lower ledge.



Kill two Zombies and throw the two switches in this area. Open the chest and quickly run out of the alcove before the arrow trap hits you.



Inside are three Razorspells and a Health Potion. The portcullises open, releasing two Skeletons and a Ghost.



The Skeletons can be killed with the Sword, but the Ghost requires spells. The Ghost drops a Silver Sword and Red Key. Now throw the switch in the newly opened alcove and take the Health Potion.



The switch activates a teleport and turns off a sliding block trap to the left of where you started the stage. It also activates a save skull on the outside ledge.



After teleporting, go outside and left, past the disarmed trap and down two steps before they turn on again. Kill the Skeleton on the first step. Enter the corridor to the left of the golden arch.



Explore the corridors in the left side of the chamber to find a Warhammer and a chest with Strength. Finally, go into the far-left corner and throw the switch to open the right door in the entry chamber.



Two poisonous Spiders are now lurking; kill or run past them and go into the new area, taking the Silver Sword, Warding, and Golden Key in the alcoves.



Return to the entry chamber and stand on the floor slab surrounded by a square of gold skulls. Press ACTION to raise a block on the other side of the dungeon.



Six Zombies are also unleashed. Kill them to make a teleport appear in the golden arch outside. Use it and return to the start. Drop down to the first area (where you threw two switches to open the portcullises) and there's a second teleport in the portcullis alcove. **SECRET #1:** Enter it to appear on a ledge high above the golden-skull square with a few items.



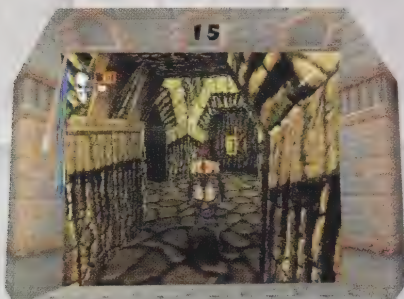
Drop back to the floor and return outside to the arch. Use the teleport. Drop down to the first area again, then run right and drop down two steps to a ledge with a Zombie. Kill him and open the hidden door behind him.



Run through the corridor and go down the elevator. Kill two Zombies and walk forward to a pit. Jump across and open the hidden door behind the Coin for several power-ups. (Dodge the arrow trap.)



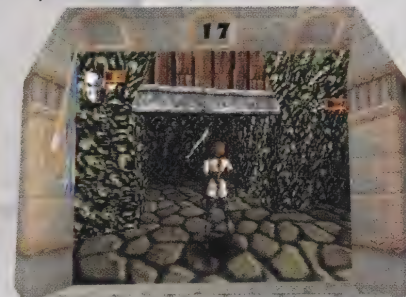
Jump to the left ledge and pull the switch to open the portcullis across from you. Jump across and into the new corridor. Continue forward to the main shaft and two Skeletons try to sneak up on you.



Turn around, turn the Skeleton boys to dust, and go through the portcullis. Turn right at the entrance, walk forward, turn left, and pull the golden switch.



All the other switches activate arrow traps and kill you. The golden switch activates a platform back in the main shaft. Go outside and use that platform to float across.



Open the door next to the red save skull and take the Health Potion and two Antidotes inside. Run left and drop to the next step. Kill Two Skeletons and go into the corridor. Kill another Skeleton, take the Health Potion in the right alcove, and go through the wooden door. Kill the Spider at the door, then take the Antidote in the alcove, and the floating Health Potion. Open the big wooden door for a Silver Sword behind it.



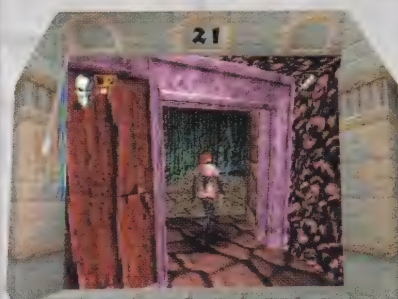
Turn left, throw the switch to open the portcullis and enter the weird area to grab the Silver Key in the corner. You're trapped in the room with a Spider when you take it; kill the bug to reopen the gate.



Return to the corridors and run to the silver door in the far corner. Go through into a room filled with coffins and Ghosts. There's also a Red Sword, but don't use it yet. Kill the Ghosts with your Silver Sword and open the coffins for items.



A switch is revealed around the corner. Throw it and head outside to the red save skull, killing or avoiding Zombies. When you reach the corridor where you grabbed the Health Potion in the right alcove, turn and walk there.



A hidden chamber has opened, with a switch inside. Yank it to see an elevator come down. Go outside, turn left and walk onto it.



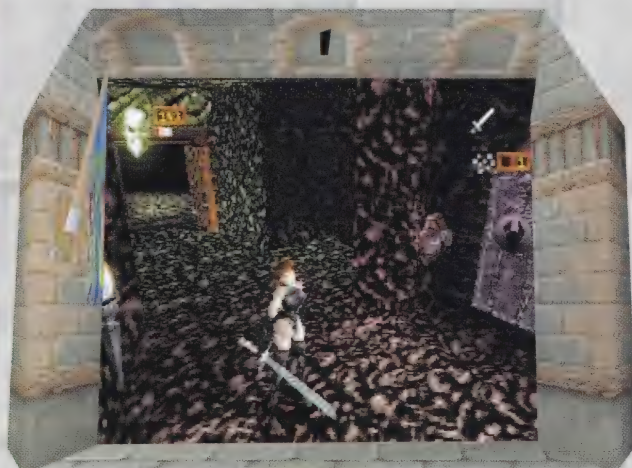
SECRET #2: Now do a running jump onto the platform (which collapses, so hurry) and run into the secret area with the goodies. Save at the skull, return to the platform, and press ACTION to finish the stage.

THE PIT 5

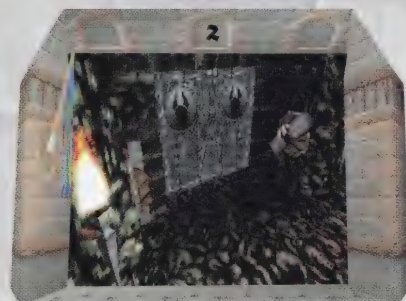
LOADING...

Continuing your descent into the shaft will be a test of wit, in itself, for a complex system of heavy stone blocks that move and slide in a seemingly random manner serve as the steps down into the howling darkness below. And if you succeed, a smattering of loot is all your reward.

KILLS: 18 SECRETS: 3 PICKUPS: 30



Run right and drop to the next step, then go through the wooden door. Walk along the corridor until a hidden door opens behind you.



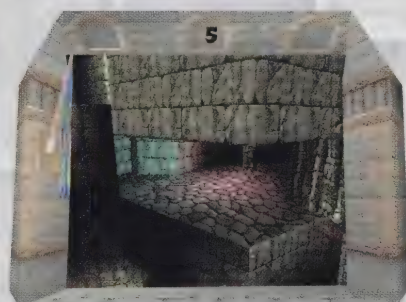
Walk up to it slowly and then sprint forward when the arrow trap is triggered and the door closes. Press ACTION and jump left to dodge the next volley of arrows. This time, it stays open. Yank the switch inside to open the locked door.



Go through the door and stay on the right side of the corridor. You're gonna have to sidejump back and forth to dodge several fireball volleys.



Continue down to the end and take the Health Potion at the launchers. Cute. Open the chest for several items, including a Fireball (even cuter). Throw the switch in the alcove to open the next door. Run forward and dart into the left alcove to avoid fireballs from behind you. Open the chest for Health Potions. Continue to the end of the corridor and open the hidden door.



Throw the switch to open a hidden door at the other end of the corridor. Run there and throw the second switch to open the final door outside. Enter the third door, open the hidden door, and throw the switch to open up the rest of the stage.



Use the save skull as you return outside. Run to the right and drop down to the new area. Kill the Skeleton and take the two Antidotes in the small alcove he came from. Go through the archway and kill the Skeletons there.



A hidden door opens. Continue to the end of the tunnel, kill the Skeletons and take the Health Potion. **SECRET #1:** There's another hidden door across from the one that opened. Press ACTION to open it and take the Infernal Device inside.



Walk through the hidden door into a room full of alcoves. Kill the Spider in the last left-hand alcove, and two Skeletons that teleport in. Go into the middle alcove on the left and open the hidden door.



Throw the switch to open the door in the far right corner. Another three skeletons attack when you do this. Run through the far door into a large chamber. There's a Skeleton across the way on a large platform. Jump across and kill him. (If you fall while attempting the jump, you land in an area below with a Health Potion, Firefly scroll and teleport back up to the ledge.)



The Skeleton leaves you a Silver Key. Throw the switch to unlock stuff elsewhere in the stage and jump back across. Run right and down two steps to a ledge with two switches and an elevator.



Pull the right-hand (far) switch, then the left switch, and run onto the elevator. It carries you across. Step off onto the ledge before it slides completely into the wall.



SECRET #2: Walk forward into the tiny chamber and open the hidden door to find a save skull and Charm of Icy Cool.



Now walk down the steps to a small chamber. Take the items in the alcoves and throw the switch to teleport yourself to a new location.



Dart into the alcoves of the new locale, pulling the switch and opening the chest for power-ups. Go outside and walk to the portcullis. Open it into an area with several Skeletons. Immediately turn left and open the hidden door in the wall.



Run up the corridor to the top and pull the switch to trigger the flame traps. See the safe spot in the corner? Return to the Skeleton area and kill them. Open the chest for two Coins and a Health Potion.



Proceed through the archway to the flame traps. Using a Speed power-up might not be a terrible idea. Nor the Charm of Icy Cool.
SECRET #3: Before running past the flames, drop off the edge. You slide down to a teleport.



Use it and return to the flame traps. Drop off the edge again and the teleport has moved. You can now open the hidden door where the teleport originally was.



Behind it are three Arcs of Power. Teleport one more time and run past the flames. Hide in the safe area, then dash through the archway and onto the elevator to finish the stage.

THE PIT 6

LOADING...

Between you and the pit are three of the deadliest traps you have ever found. The first is a trap, only the wall has a switch. Enter three portals with skill, bring them, possibly with a sword. The second is a trap, and will kill you if you kill and try to get out of the room. And then you will have four chances at a final reward.

KILLS: 7 SECRETS: 2 PICKUPS: 39



Walk along the narrow ledge to the save skull and use it. Continue straight ahead into a narrow alcove with a chest containing Strength and Health Potions.

Time for freedom of choice: take the long way through the stage and collect a bunch of items, or just jump off the ledge and drop down to the Pit Fiends. We humbly suggest the former.



Trudge back to the intersection, then turn left and go straight ahead. Beware of the sliding wall trap. Enter the alcove and throw the switch to open an alcove near the save skull.



Run straight past the skull into the new alcove. (Don't bother going for the Anti-magic Charms; it's very tough to get past the sliding walls.) Keep running and dramatically leap to the next ledge.



Go down the right-hand path into an alcove with several items, including an Arc of Power. Sizzling! Return outside and run down the left path, jumping across into the passage.



Take the Crown and throw the switch to open another passage. Jump back to the ledge, turn left and enter the new area. (I wrote "area." Huh-huh.)



Open the chest for Warding and a Greater Razorspell. (Where's the Greatest?) Take the floating Rocket Launcher Shots and quickly dodge the fireball trap.



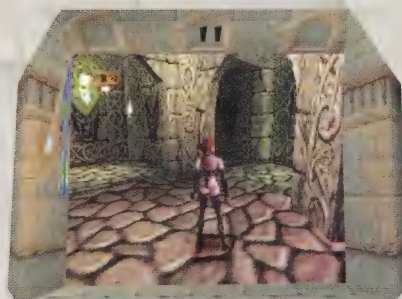
Finally, ride down the elevator. Are you ready to fight the T. Rexes — er, Pit Fiends? Well, too bad, you have to anyway.



Use the save skull and go through the portcullis into the big, bad Pit. There are two areas on the right side of where you started the stage, where you can lure the Pit Fiends to kill them. The first is this way: run straight outside and into the far-right archway (with the Anti-magic Charms above it).



Follow the passage to a switch at the end; throw the switch to drop a pursuing Fiend into the nasty flames. A door opens behind you, leading to several Potions and back outside. Definitely the more effective of the traps.



SECRET #1: This first trap also has the first secret area. Open the hidden wall to the right of the switch for a Red Sword and Arc of Power. The second trap is this way: run outside, turn left and run forward. There's a dark tunnel on the right. Enter and follow the passage to a switch on the other side.



Throw the switch to the close doors and activate flames. It's hard to get the Fiends to follow you all the way through the tunnel, though.



The second dead Fiend drops a Red Key. Take it. From the second trap switch, turn left and run through the archway.



This leads to the other half of the area.
SECRET #2: Near the end of the tunnel, on the right side, open the hidden door for items.



Continue into the other half and explore the enemy-free area to find two chests, two Crowns, and a gate opened with the Red Key. There are two spells in the alcove around the corner from the red save skull.



Go through the door after gathering the goodies. Two Health Potions as you go up the corridor. Open the hidden door on the left and kill the Demon (who otherwise attacks from behind).



Enter the wall alcove and throw the switch to open the portcullis. Run up the corridor and onto the elevator down into Agrash's Lair.



Before taking on Agrash his bad self, you have to kill several of his Demon underlings. Enjoy.



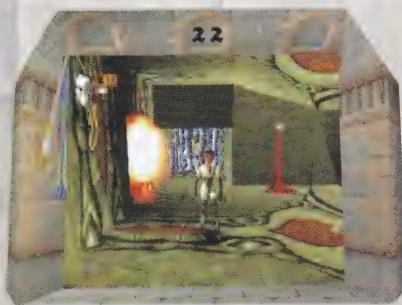
Agrash finally arrives and starts zipping fireballs at you from the ledge. Climb up and he (usually) teleports away.



He might also choose to attack you with fiery breath. You do have a Charm of Icy Cool, right? Use it as you flail away at him.



Explore one of the ledges for a hidden door in the middle and a Warding behind it.



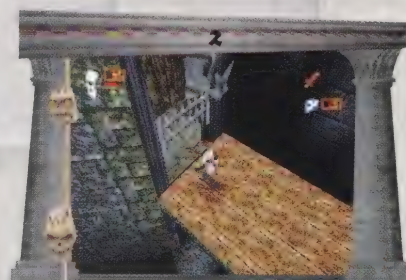
The hidden door on the other ledge is to the right, with an Ankh of Vitality. Both lower ledges also have elevators going up to higher ledges.



Use the Red Sword to hack on Agrash until he dies. The bummer: after his first death, he resurrects himself. Kill him a second time and he's permanently deceased.



Ride down the elevator and pull the switch that ISN'T surrounded by skulls.



A bridge to the next tower appears. Hurry back up the elevator and run across it.



It's a new enemy, the Knight. Two of them, actually. Large armored gentlemen, they are. (Writing like Yoda, I am.) Kill them and go down the elevator.



You have time to open two chests before the flame traps are triggered; the dials on the wall show how close they are to going off. You only can ride down here once; the elevator automatically rises again when the timer expires.



Face the direction in the screenshot and open the chest for an Ankh of Vitality. Others (in a clockwise direction from the Ankh) hold a Magic Warhammer; Bomb Shots and Silver Sword (good choice); Razorspells and Fireballs.



Open the portcullis and walk to the next tower. Kill three Knights on the bridge and take the Health Potions they drop. Health does a body good.



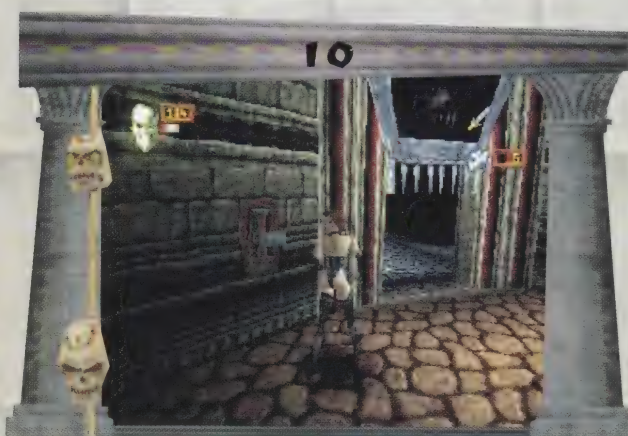
There are five Knights to kill in the tower. Slay them and open the chests for items and a Golden Key. Open the portcullis left of the chest and to the next tower. A single Knight guards it, but he's easy enough to kill.



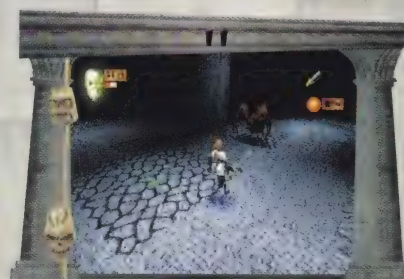
Run to the other end of this large tower and kill the Knight there. Another to kill after with Health dropped. When dead, proceed through door to next room.



SECRET #1: Kill the Knight in here and walk up to the skull-covered hidden door in the right corner. Press ACTION to teleport and collect the Venom Sword from a hidden area.



Throw the switch and go down the elevator. Save with the skull and go outside to the first area. Kill a couple of Knights and throw the switch to open the portcullis to the outdoor area.



In this HUGE area are several Spiders and a few Health Potions to be found. What you really want, though, is to find the golden door with the Silver Key behind it.



Here's how to get there: just run as far as you can along the walls. It's pretty much at the opposite end of where you start.



Return to the room and open any of the portcullises. Ride up the elevator for the Red Key.



Now run back to the previous tower, slaying two Knights inside. Open the portcullis to the right of the chest. Kill a single Knight guarding the gate into the final tower for three Health Potions and a teleport.

BELFRY 2

LOADING...

You have almost reached the Gates of the Underworld. Almost. Almost the entrance back. Almost and everything tells you, through the flames and instruments of war, the same, over the great doors. The Tower is different with these steps, corridors, and that they be careful where you tread.

KILLS: 22 SECRETS: 2 PICKUPS: 26

The new airport reflects the status of the nation's infrastructure: the contractors built a standard, modern airport, but through the process and involvement of the local people, the community, the Town is different, with different hopes, priorities, and the Park is created where you need it.

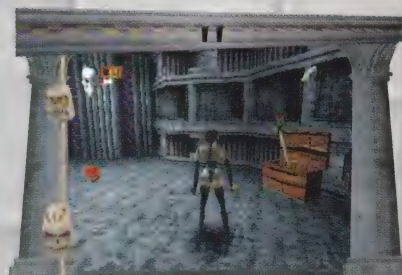
DEATHTRAP DUNGEON - 39



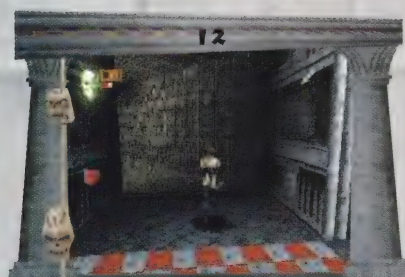
Continue around the corner and open the chest from the side to avoid an arrow trap. It has the Red Key and Blunderbuss ammo. Take it and run out to the hall, opening the red door.



Kill the Knights inside. Open the chests for Strength and two Health Potions. Ride up the checkerboard elevator in the corner.



There are a few more Knights and THREE chests up here, with a Magic Warhammer, three Starspells, and two more Potions.



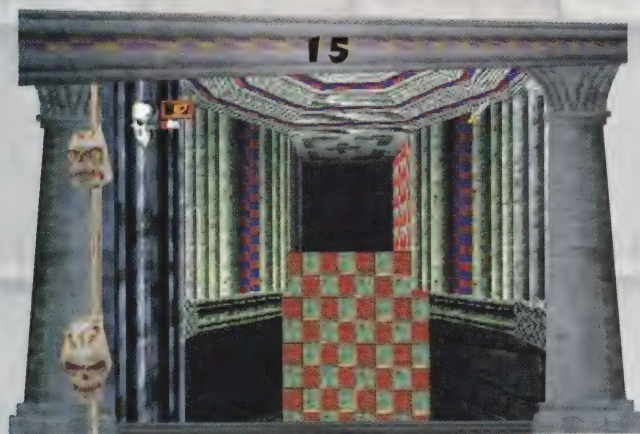
Run into the corridor past the checkerboard elevator for two more Potions.



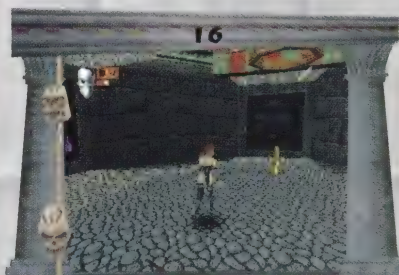
Come back to the room and go through the far door to the battlements. There's a Knight to kill. Slay his metal-reinforced butt and enter the other door.



All that's up here are two Knights; dispose of them and go through the next door, out to a battlement with a red save skull. Use it and go through the next gate.



In this tower, the idea is to jump across to the three switches and trigger them. The problem is that the ledge in the middle of the room occasionally rotates vertically, dumping you to the booby-trapped floor.



If you do fall, there's a Knight, but also an Ankh of Vitality (in the middle of the trapped floor, so take it quick) and a Health Potion. Go through the door leading out to the courtyard, where you can retrace your steps.



Wait for the first vertical tilt, then jump on, turn left and jump to the first switch. Wait again and jump twice to the second switch. Jump, turn right and leap to the exit. Walk through the portcullis and onto the exit elevator.

BELFRY 3

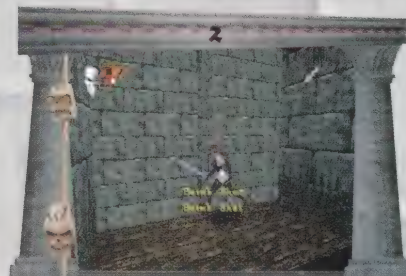
LOADING...

This is the Great Keep, you are in the attic above the Banqueting Hall. To escape, you must find the three parts of the switch, which opens the Vault Door. Once the door opens, you are free to leave. You are not required to stay all within the Hall.

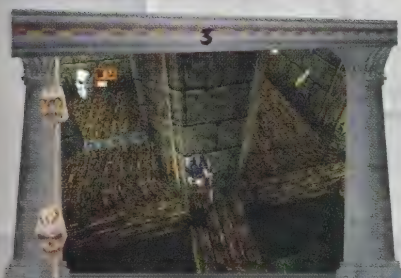
KILLS: 20 SECRETS: 1 PICKUPS: 15



Use the save skull and walk straight ahead. Jump straight ahead onto the rafter.



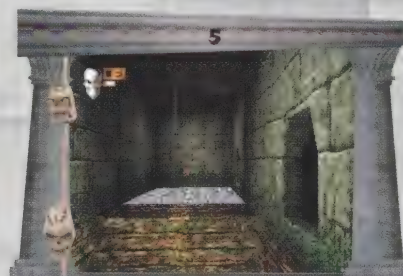
Quickly run into the left alcove, collect two Bomb Shots and jump back onto the rafter before the flame trap opens up and burns you beyond recognition. You should do this before the floor collapses.



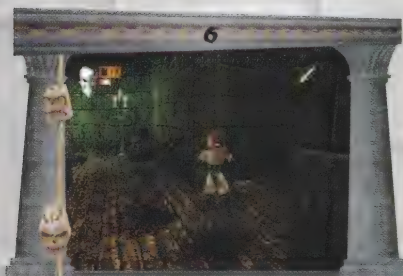
Jump left onto the rafter and jump left into the passage.



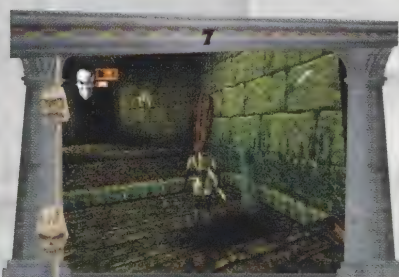
Follow the path around to the Silver Sword. A Red Knight appears to your rear when you take it.



Go back around the corner and jump straight across the rafters twice, then onto the left rafter. Grab the Blunderbuss Shot and return to the rafter.



Jump straight across twice to the path. A Knight pops out of a hidden alcove you can see as you jump across. Open it and kill him to take the fun out of the surprise.



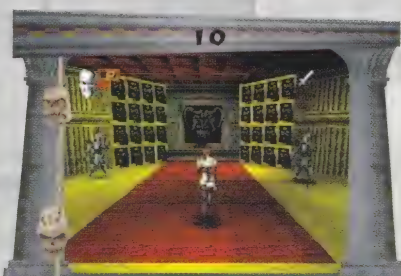
Pull out the Silver Sword to kill Ghosts around the corner. Take the Magic Warhammer and Firefly scroll. Go down the elevator at the end after taking the goodies.



Use the red save skull that appears at the bottom of the shaft. Go out the portcullis and kill the giant crawling hand with a Silver Sword. It's only gonna take a few chops.



Don't blunder into one of the numerous pits. Watch for the strange floor patterns.



Go into the door directly across from where the hand came out, into an octagonal room. Kill two Knights.



There are hidden doors on both sides of the chamber. Open the left door and kill the Knights, then go into the right door, kill Knights, and throw the switch to open the passage back in the main chamber.



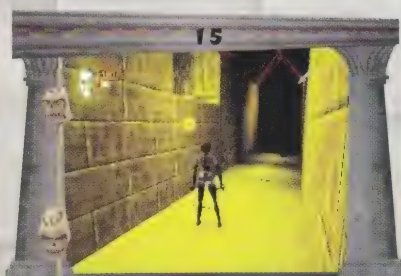
Hit the golden button around the corner of the new passage in the new area. Two to go.



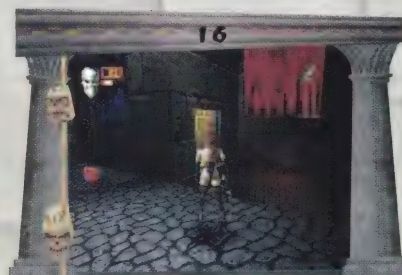
Back outside, turn left and run straight ahead. Go through the next door into a yellow room with two Black and one Red Knights.



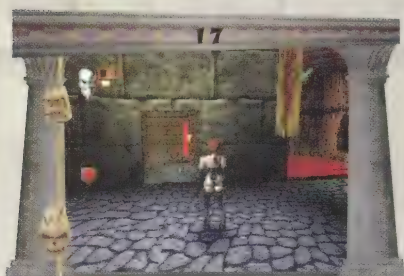
SECRET #1: Kill all three and you hear a grinding noise. Run to the end of the very dark hallway and open the hidden door for a Magic Warhammer.



Cast a Firefly spell, turn around, and look for the ledge in the wall. Climb up into it, and climb again into a new area with three more Knights to kill (one Red, two Black).



Kill the Knights, run to the end of the corridor and press the button. The elevator drops you down; quickly run outside and around the corner, so you don't fall into the trap.



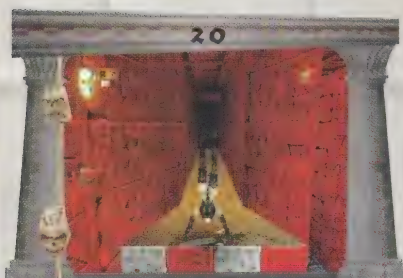
Go into the final portcullis through the door left of where the hand attacked. Use the save skull and up the elevator.



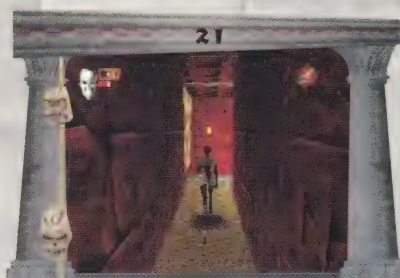
Kill the Knights and pull the switch in the alcove to open the gate.



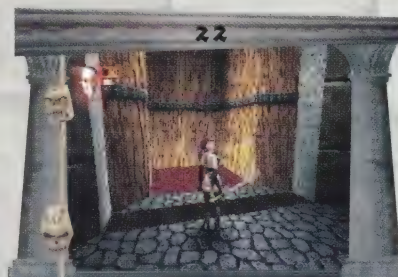
Run forward, take Health Potions, kill more Knights and throw the second switch.



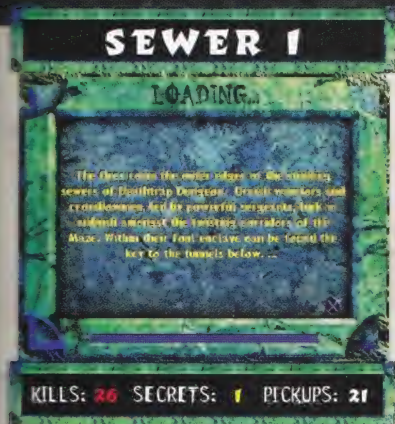
A narrow red block drops. Use it to climb up. Don't run forward yet, though. Turn around and jump across to spin the wheel and turn off the flame.



Jump back and run along the path. Wait for the floor to come down, then go across and hit the button.



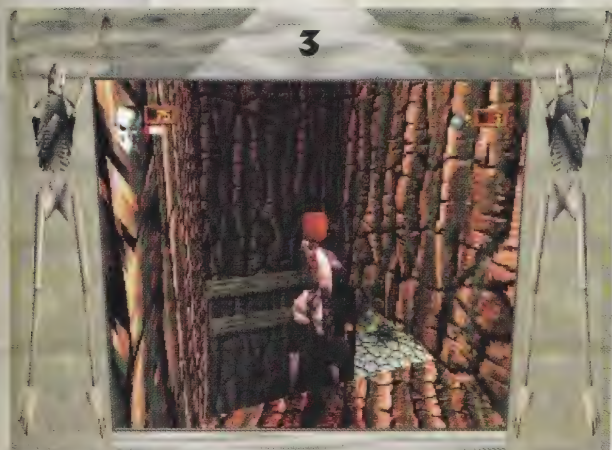
The exit door opens. Three Potions and out.



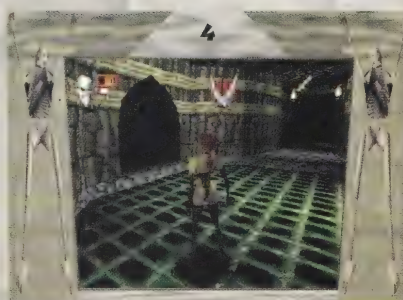
From the start, use the save skull, then go down the right-hand path and climb into the mossy alcove.



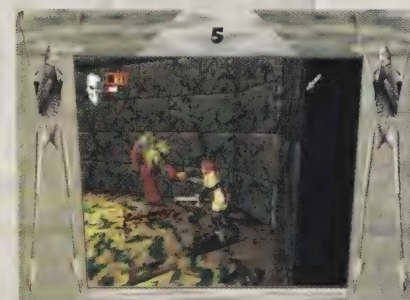
Follow the corridor until you drop and collect a Bomb Shot.



Throw a Bomb into the hole and back up; the explosion (which kills a couple of Orcs) can damage you if you're too close.



Drop into the room and go through the gate into the entrance of a long and winding maze. Duck into the dark left alcove, kill an Orc and take the Potion.



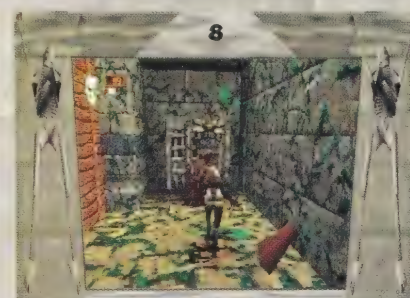
Okay, now where? Go down the path into the start of maze and immediately turn right. Keep turning right and keep the wall on your right. Kill Orcs on the way.



You reach a door with two flags above it. We still need to find the secret area in the maze, though. Ugh.



Run past the door (on your right) and straight ahead to a large wooden door. Open it to find two Orcs and a Health Potion.



Walk outside and turn right, keeping the wall to your right. You eventually reach two wooden doors. Open them up, kill the Orc and take the Potion. Run down the corridor behind the second door and kill the chief Orc behind the gate. Run down path behind the Chief to collect another Potion.



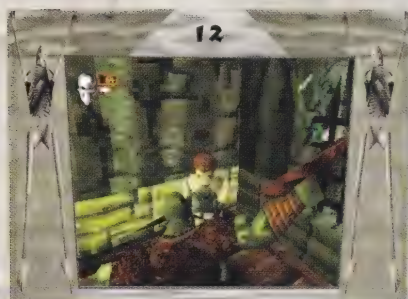
Return out to where you first entered this area. Turn right and keep the wall on your right as you walk forward.



SECRET #1: You reach a Potion floating over a collapsing tile. Grab it. You fall into a secret area with a teleport. Big whoop. Use it to return to the maze entry room.



Return to the flag door and enter. (There are a few more Orcs in the maze, including an archer, but are you THAT hungry for kills?) Run across the room, through the double door and up the elevator.



Kill the archer Orc and take the Red Key. A red save skull appears behind you. Hmmm. Ride back down and retrace your steps to the entrance of the maze. (Go outside, turn left, keep the wall on the left.)



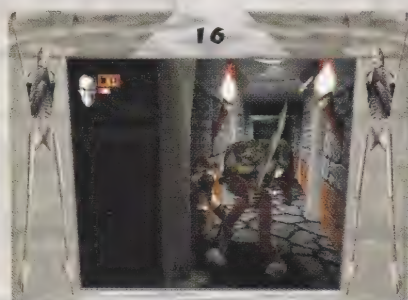
Turn left at the entrance, go through the gate and climb back up to the starting area.



Run straight ahead and into the dark corridor. (Use the save skull on the way.) Open the wooden door at the end with a key.



Cross the bridge, killing three Orc archers, and use the elevator at the very end.



Kill more Orcs as you run through the corridor.



At the end is an Orc Archer and the Golden Key. A red save skull also appears to freak you out.



On the way back to the start, on the bridge, kill one of the Orc snipers and jump across to where he was standing.



Go down the elevator in the back and open the wooden door into an area with Bomb Shot and a Grenade Launcher.



Ride back up, return to the bridge, return to the start, and pass through the exit gate with the Golden Key.

SEWER 2

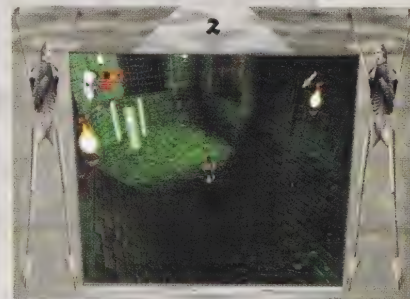
LOADING...

The sewer tunnels are infested with orcs. Your mission is to explore, search and destroy. Kill all the orcs that cross your path. Don't whatever you can find, and try to find the entrance that leads to the deepest part of the sewers: the *thine*.

KILLS: 20 SECRETS: 1 PICKUPS: 17



Walk straight ahead and ride down the octagonal elevator.



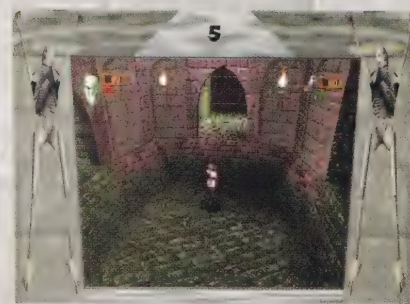
Turn left, climb up to the tunnel, and run down to the save skull. Use it, bro.



Turn right, run forward and do a BIG jump over the hole to collect Blunderbuss Ammo. Then jump back across and return to the skull. (This is a very skippable step, by the way, since the jump is so nasty hard.)



Turn left and run back to the elevator. Continue down the right passage into the corner. Three Orcs come out and attack. Kill. Climb into the alcove and take the Potion.



Turn around in the alcove and run straight ahead, past the left turn and left archway.



Climb into the passage. The door opens and two Orc archers attack. Inside the door is a Silver Sword and two switches. Hit both to open gates on the lower level of the sewer.



Return outside, take the first right into the archway, and go down the passage to a wooden door on the right. Go inside.



Kill the Orc. Open the four coffins and kill the six Ghosts with the Silver Sword.



Return out through the doors, turn left and out to the corridor. Turn right and right again to the gate and middle alcove. Kill the Orc, climb up and take two items. A second Orc attacks inside the alcove.



Continue down the corridor. Two more Orcs at the next intersection. Kill 'em and take two Blunderbuss Shots in the alcove. Hurry out before the arrow trap hits you.



Continue down the corridor and execute a BiG jump across.



SECRET #1: Open the portcullis and run forward into a hidden area with a Blunderbuss. Two Orcs also attack from hidden alcoves.



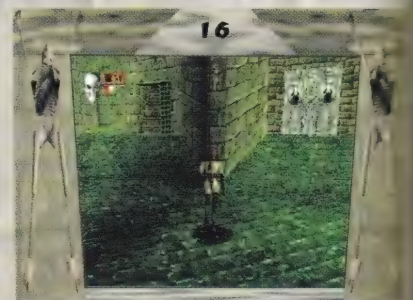
After you have the gun, pull the switch to lower the elevator. An Orc drops on you from the fragile roof.



Immediately turn around, open the gate and pull the switch to open the adjacent wooden door with an Orc, chest and three Anti-magic Charms inside.



Run down to the intersection and turn left. You're now in a giant room with many Orcs and alcoves. Kill the Orcs first.



Now climb up into the alcoves left and right of the door and throw the switches. Go through the exit door and you fall through collapsing slabs to the next stage.

SEWER 3

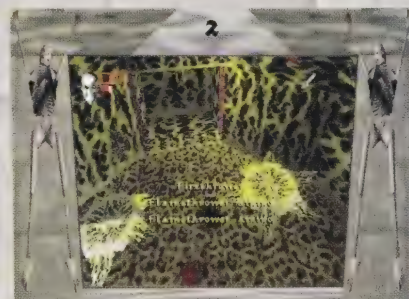
LOADING...

The devoted warrior of the Insect Warriors. You must fight your way deep into their alien domain through incubation chambers and swarming grounds infested with Insect Warriors and Flurs. In the deepest chamber of the Hive waits the Insect Queen, steeped in magic. She is a terrible opponent, and you will need all of the power at your disposal to defeat her. Exterminate them all or die!

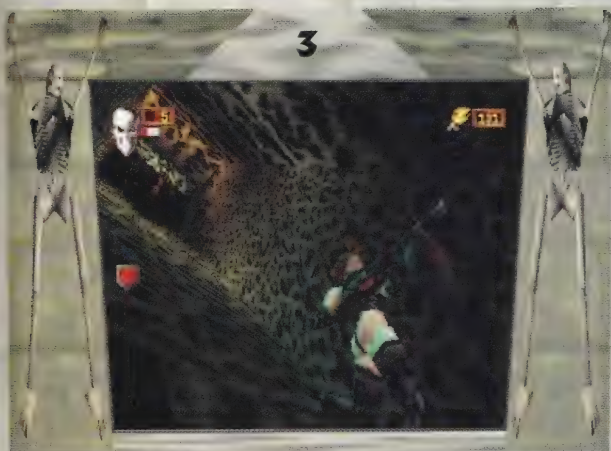
KILLS: 33 SECRETS: 1 PICKUPS: 38



You start in the incubation Chamber and are immediately attacked by ants. Kill the buggers as they emerge from the pods.



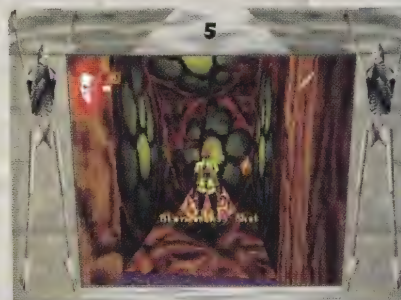
Go into the door in the back of the room and collect the Firethrower and Flamethrower ammo. (So which is the name?) You might, of course, wanna do this before you start killing ants.



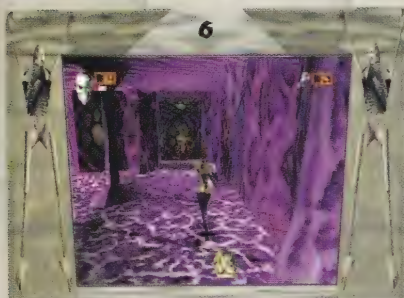
Run into the corridor, killing bugs, and slide down the slope at the end. Take the Antidote in the left alcove and go down the right passage.



Save at the skull and slide down the next slope. Kill the insects, walk forward (into the Swarming Grounds) and open the hidden door directly across from the slope.



Inside the "chest" is a Blunderbuss and some ammo. Make use of it. Go outside, turn left.



Ants stream out at you from all directions. You must kill them all before the exit door opens.



Run to the end of the exit tunnel and take the Health Potion before collapsing floor tiles drop you to the next area.



Walk forward and kill our old friend, the poison-spitting Spider.



Turn right into the passage he was in. Push the sliding block on the left wall.



Go down a bit more and open the hidden doors to reveal two chests. One has a Rocket Launcher, tons of RL ammo, and an Infernal Device. The other has Fireballs and Blunderbuss Shot.



SECRET #1: Return to the Y junction and go down the left passage this time. Climb into the corridor, using the block you shoved earlier, then walk straight ahead and kill the Spider. Go into the alcove behind it for two items.



Back into the corridor, continue forward, blowing away a few wasps and collecting more items at the end. Turn right and go into the Queen's chamber.



Smile for the screen grabber, bitch!



Shoot the stalactites above her to kill her. If that doesn't finish her off, throw Bombs or launch Grenades at her. Kill all the Wasps that attack you with the Blunderbuss. The last Waps drops a Health Potion.



When the Queen is dead (long live the Queen), the door to the exit teleport opens up. Take three Health Potions as you go.

SEWER 4

LOADING...

These horrors, the undead orcs, await a great treasure. Killing them will reveal their treasure and open the door that leads to the Antechamber. Here resides the leader of the orcs, the Shaman. Kill him. Show him if you can, to penetrate further into the depths of the dungeon. Beyond Ubbah lies the Realm of the Elders...

KILLS: 15 SECRETS: 1 PICKUPS: 31



Save at the skull and run forward into the Halls of the Medusae, with a statue-fied dude proving how deadly they are. Nice.



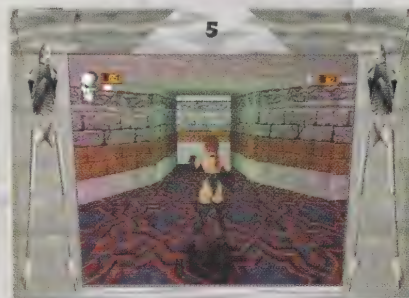
There are three to kill. Use powerful weapons, as this ain't no time to mess around. You find an Antidote in the alcoves directly around either side of where you entered.



If one of them launches a stone attack, run the hell away! Use an Anti-magic Charm if you have one on your person.



When all three are dead, you can access two treasure rooms, and a wooden double door to the next area opens up.



SECRET #1: Climb into the treasure areas. Once has two chests filled with goodies; open the hidden door across from the entrance for another chest with an Ank of Vitality! The non-hidden-door treasure room has three chests.



Go through the double doors and up the elevator.



A hidden door opens with both killed. Go through and to the opposite side of the room.



Drop into the right-hand pit and throw the switch, climb up and kill the Orc, and go through the portcullis you opened.



Kill two Orcs at the top. Run into the passage and climb to the archers. Kill them, too.



Run down the corridor to the final area with the Orc Shaman and his minions. Bust out the heavy artillery.



The Orc Shaman arrives when his troops are killed. He fires magic bolts, but otherwise is courteous enough to mostly stand still and let you pound on him. Use an Anti-magic Charm and hack away.



The door opens when the Shaman is toast. He leaves behind Health Potions as a gift. Throw the golden switch to complete the stage.

TRENCH 1

LOADING...

You have entered the Trench of the Ratmen, heavily fortified with battle towers, strongpoints and trenches, infested with Rat gungnir, grenadiers, and swordsmen, and by far some Rat Ogres. The Ratmen dig out hidden trenches around the walls of their traps. Stop their assaults and drive forward toward their central defenses.

KILLS: 31 SECRETS: 1 PICKUPS: 12



Use the save skull, walk outside and immediately kill two Ratmen.



Climb out of the trench and run forward to the second trench. Watch out for the mines!



Kill more Ratmen and lure the gunners (who jump down and attack when you're near) away from the fireball cannons.



Climb up next wall and run into the trench to avoid the grenadiers. Several more rats to kill down here.



Another approach: leap the trench, kill one of the grenadiers to take his weapon, and use to kill the other grenadier, along with the trench Rats. Excellent!



There are two elevators in the trench. Go down the left first and kill the Rat Ogre guarding the chest. Open it for Potions and a Red Key.



Run to the right-hand lift and go down.



SECRET #1: Kill the Ratman and open the hidden door across from the elevator. Two Health Potions and a Coin.

9



Now walk down the corridor until you reach two portcullises. You'll be ambushed on the left by two giant Ratmen, so watch out for them.

10



Go into the left gate, up the elevator, and jump out onto the right-hand platform before you're squashed into the spikes.

11



Now go up the second elevator.

12



Drop a bomb or grenade from the window to kill the Ratman below. Collect the Silver Key as you drop to the ledge below.

13



Shoot across at the Ratman. Jump down from your pedestal, but don't get whacked by fire traps. Watch for fire traps as you approach other foxholes.

14



Use this vantage point to shoot grenades and kill other Ratmen. If you have no ammo, you have to run up to each foxhole, climb in and kill the Orc. Not a fun prospect.

15



Use the save skull in the corner after cleaning out the high foxholes.

16



When you get to the bridge, there are several Ratmen to kill underneath it, guarding the final Golden Key. There's a "hidden" door down here, but it only leads to more Ratmen.

17



Climb up to the final door and use the three keys to assemble it. Use the elevator to finish the stage.



SECRET #1: From the start, use the save skull, run forward and stand in the square hole. Press ACTION to teleport onto a pillbox and collect the Warding item.



Jump to the ground and kill the Ratmen in the pillboxes. You can't get inside, so use a shooting weapon. Stay along the edge of the wall, as the battlefield is littered with mines. Plus, they don't catch a glimpse if you approach from the wall.



When all are dead and buried, go to the elevator in the middle of the field and ride up.



Run down the path. At two points, you're ambushed by blunderbuss Ratmen. You can see the hidden alcoves about to open. Turn around when you hear the sliding noise.



Kill the Rat Ogre at the archway, take the Health Potion and go inside.



Continue down the path to the door in this screenshot. It's the entrance to a maze. Use the save skull just inside the left alcove. The maze has lifts up to all the pillboxes, but you only need to use one.



The directions: with the skull to your back, run straight ahead down the corridor. Don't take ANY turns.



When you reach the corner, an elevator comes down. Ride on up, dude.



Throw the golden switch to lower the wall on one side of the battlefield. A save skull appears behind you.



We've avoided most of the Ratmen in the maze, but unless you desire the kills, there's no need to hunt them down. Go down the lift, back to the entrance and outside. There's a new mine-filled gap to jump along the way.



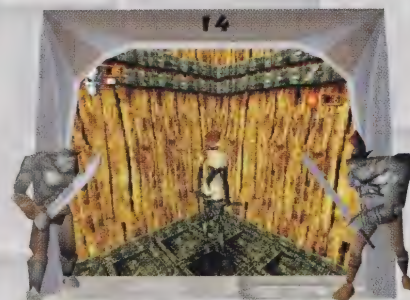
Run forward to the new area and the Control Centre. How to get inside?



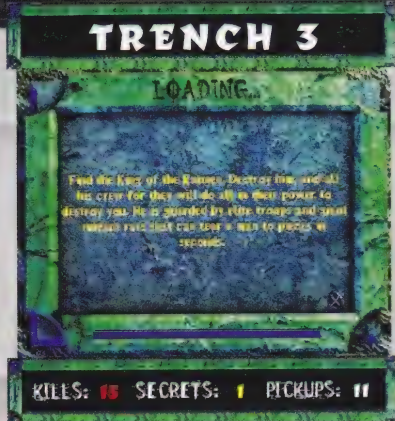
Jog around to either far side of the Centre and climb up the crate to the roof, where there's a hole into the Centre itself.



Kill the Orcs and open the chests (one on either side of the door) for items.



Get onto the elevator and ride down to the next stage.



Open the door and kill the Rat Ogra.



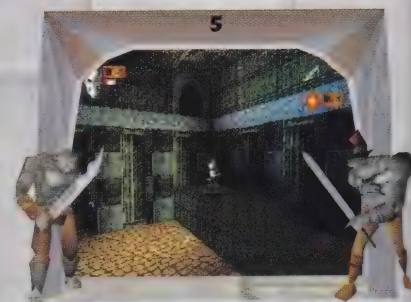
Pull the four switches to open up the door to the next area. Climb up, collect four Health Potions and use the save skull.



SECRET #1: Go down the left corridor. Now, you have tons of health, right? Good. Walk down until you fall through a collapsing tile into an area with Speed.



Open the door and quickly enter the teleport before the fire trap fries you.



Return to the start. Run down the right-hand corridor onto a wall that lowers you into an area with two Giant Rats. (Only one attacks at a time, fortunately.)



Here's how to get through the "maze:" from the entrance, turn right, right again, and right again when you see the rat portrait on the wall. Easy! All other directions lead to dead-ends.



At the end of the maze are two traps. Use them, or your conventional weapons, to kill each Rat. (You might have to wander the maze a bit to find the Rats, but once they spot you, they'll come running.)



When both Rats are dead, both gates to the guard rooms open up. Go through.



In the next area, run straight ahead and through the hidden door directly ahead before the sniper Rats hit you.



Use the save skull and go up the left-hand passage. Open the silver door, kill the Ratman behind it, and take the Red Key he drops.



Go out the other door, turn right and through the wooden door, and kill the Ratman. You can do this on the other ledge as well. This is just for the fun of killing, though.



Return to the skull and through red door, after saving, into the throne room of the King of the Ratmen.



First, you have to kill the Rat snipers. Don't miss the Warding power-up in the right-hand corner as you enter.



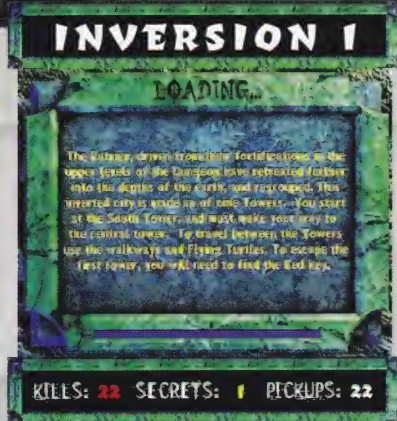
When all the snipers are missing limbs, the door opens into the final chamber, with the King and his two guards.



Kill them with whatever weapons you got, and lure them out into the larger chamber as well. It shouldn't take much effort at all, quite frankly.



The King leaves behind three Health Potions and a Crown. Take them before you enter the chamber, throw the golden switch, and finish the stage.



Walk around the square-shaped hall, grabbing Blunderbuss (and ammo) and killing several Ratmen snipers.



Go down the central elevator when the wholesale slaughter has ended. Turn around, use the save skull and go through the portcullis.



Kill the two Ratmen and Rat Ogre. You might even try to lure them outside if you're sly.



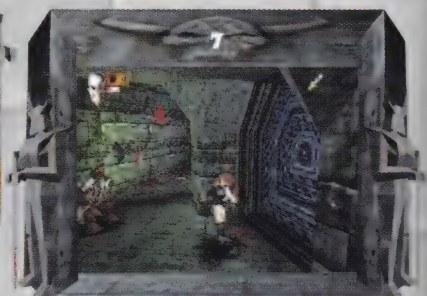
Shoot the pile of barrels to uncover a chest with three Fireball scrolls.



SECRET #1: There are two exits from the room; go through the hidden door (to the left of the wooden door), then open a second hidden door at the end of the corridor.



This takes you to the Red Key and gives you the secret.



Continue down the corridor, killing a few Ratmen from behind. They drop additional Blunderbuss ammo.



Run through the wooden door at the end and kill the grenadier before he has a chance to aim and fire. He leaves behind his weapon and two Health Potions.



A red save skull appears. Use it and go through the red gate.



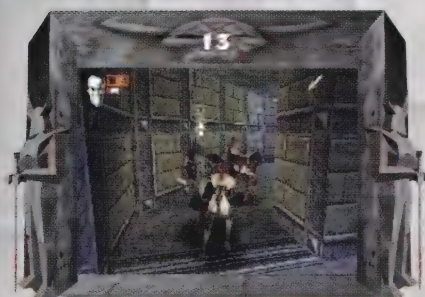
There's a Ratman sniper on the long bridge, and a grenadier above him. Pick off the lower guy with the Blunderbuss. Or open the gate and back away; the Ratman will charge through to attack or simply fall off the bridge like a dummy.



Continue forward into the tower and sprint past the bouncing grenades. The grenadier jumps down behind you and disappears. Weird.



You're in a room with items and a switch on the right wall. Take the stuff and pull the switch to open the door behind you.



Kill the two sniper Ratmen and proceed into the passage. Kill the Ratmen and Ogre Rats. Go past the Ogre alcove and ahead to a T intersection.



Turn right and throw the switch; this locks the falling slabs into place. Now you can grab the Grenade Launcher ammo.



Turn around and go through the other gate to finish the stage.

INVERSION 2

LOADING...

You will have to cross a precarious walkway to reach the north tower. Once you have reached the tower, the ghosts of the long-dead organists who constituted this nightmarish place await. Defeat them to seize the Silver Sword, and then return to the bottom of the Central tower, where further foes await.

KILLS: 56 SECRETS: 2 PICKUPS: 33



You start on a bridge wired with three flame traps. They erupt when you get close, followed by a long pause, and erupt again. Walk very slowly forward and trigger all three without getting burned. Save inside the door at the skull.



Go through the wooden doors and fight two Rat Ogres. Open the chests for various goodies.



In the next room, you're attacked by three Ratmen, and many more appearing if you kill the first three. The best thing to do is run through the room, maybe dropping Bombs as you go, and through the door.



SECRET #1: Kill the rat and open the hidden door in the corner for a Silver Key and Health Potion.



Now go through metal door and automatically up the elevator.



Save at the skull and go into the corridor with three secret doors. Open the middle one for items, which also releases four Ratmen from other doors. Two of them leave Blunderbuss Ammo.



Walk out of the corridor and a door pops open in front of you, leading into a blue room.



The right-hand coffin in here gives you an item; the others release Ghosts. Don't even get close to them.



Open the eyeball door and **SLOWLY** walk toward the Sword to set off an arrow trap. Run backward to avoid it, then take the Sword. You have to dodge more arrows when opening two chests (but only if you walk on the center again).



Go outside, and kill Ghosts to open the door. It opens before all are killed, so you don't need to stick around.



Run forward over the bridge to the next room.



Kill two Rat snipers inside and ride down the elevator.



The right door leads out to a ledge with a floating turtle and a scroll. It's cute, but absolutely not required to get the item.



SECRET #2: Go through the left silver door and use your Key. Immediately grab the Flamelance and dart back out.



Go through the middle door. Kill two Ogres, leave the room. Turn right, take three Health Potions, and get the heck out.

INVERSION 3

LOADING...

This tower grants with ratmen. Battle your way to the top of the tower, where the rats have stored their treasure. Loot the west tower, and then head back toward the top of the central tower. More guards wait to welcome you with sword and mallet. Watch out for the green book, and its map controller!

KILLS: 27 SECRETS: 1 PICKUPS: 20



Cross the bridge, save at the skull, and go through the door.



Run inside quickly and kill two gunners.



Go through the next door and three Ratmen ambush you.



There are three secret doors in the wall. The left two have only Ratmen, but drop items.



There are two doors on the right. The one closer to the exit door has Ratmen and a switch. Throw the switch to unlock a fourth hidden door on the right. It also opens an alcove on the left with a Ratman ambush.



Get on and ride up.



Open it, throw the switch (two gunners attack) and run to the open gate.



There's a red save skull. Open wooden door, walk forward to the T intersection and turn right.



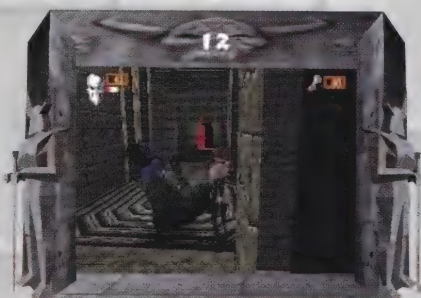
A portcullis opens to your right, but continue ahead.



Go through two hidden blocks to find an aisle with Golden Key.



Grab the Golden Key at the end as an Imp Boot appears behind you.



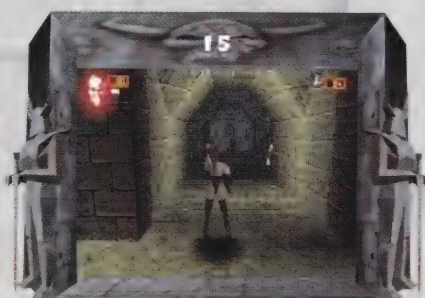
Grab the Key, turn around and run back into the passage after opening the chest. You don't want get knocked to the bridge below by the invulnerable boot.



Return to the aisle, kill two Rat snipers and walk straight past the skull and elevator.



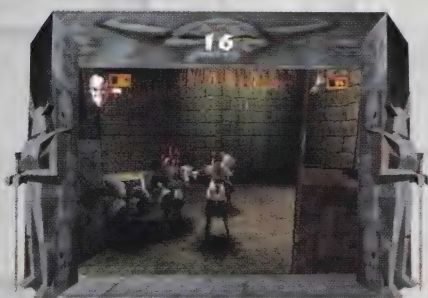
Jump over the collapsing floor and ride the elevator.



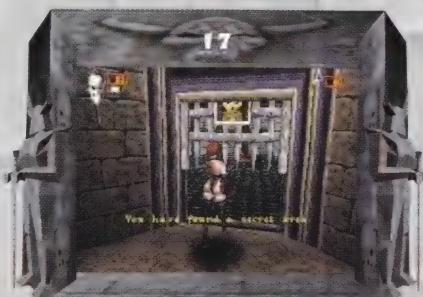
In this area is an alcove with items.



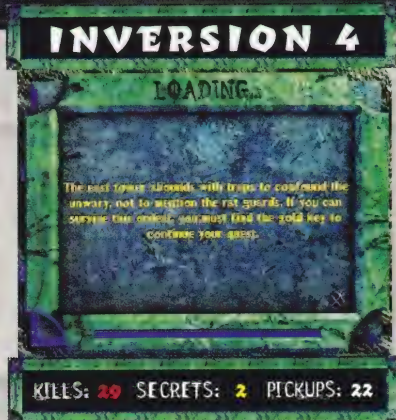
Go through the double doors, kill two Ratmen, go across the bridge, kill one, and through the door to finish the stage.



Take them and shooting Ratmen appear to attack. And I mean tons. Better to avoid than fight.



SECRET #1: Open the golden door and open the chest and coffin. Watch out for Ghosts.



You start in a T intersection. Go left, collect the goodies and kill the five Ratmen that attack (materializing a few at a time).



Now go down the right passage. Kill more Rats and go down the elevator, throwing the wall switch.



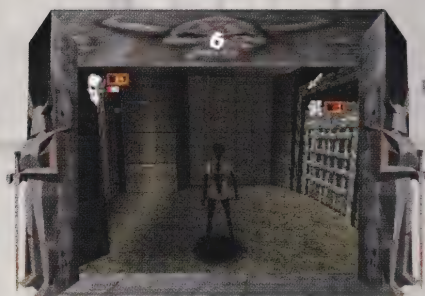
Climb on the table for Flamethrower Ammo and go out the door.



Use the save skull on the bridge and proceed across the bridge through the door.



SECRET #1: Kill the Ratmen, then turn left from the entry and follow the left passage to a chest with Health Potion and Strength. Watch out for Ghosts next to the chest.



Return to the entrance and go down to the second passage on the right. Follow it around to a hidden door near the portcullis.



Ride up the hidden elevator and run along the passage.



Two Ratmen attack at the gate. Kill them and go through.



Pull the right-hand switch to continue.



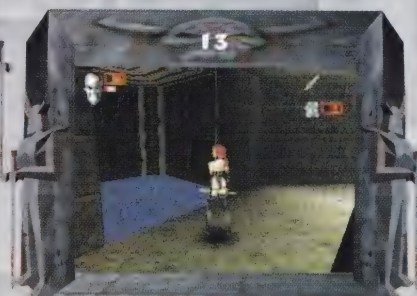
Next room. Open the doors and pull the switches behind them. Enter the one with one torch first, and the one with two torches second.



The third door opens. Go through it and run along the tunnel to a teleport.



Hit it and you grab the Golden Key. Time for power-up grabbage.



Walk out into the gate and grab stuff behind it, then turn the corner and down the blue elevator.



Go through the left golden gate for a chest and several items.



Return to the elevator and enter the right gate. There are three almost-invulnerable Rockmen in this area.



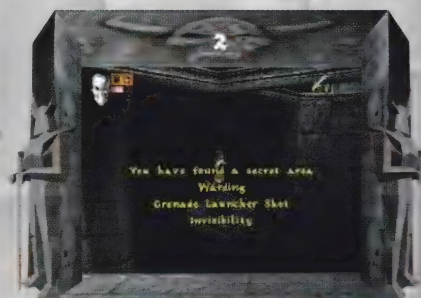
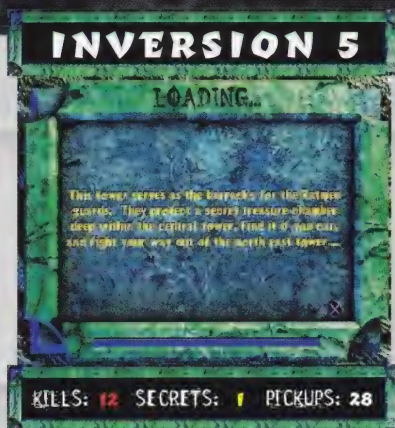
You can use the pit and switch in the middle of the area to kill them, or whack them with a Magic Warhammer, or simply run the hell away from them.



SECRET #2: A chest in the corner opens up when all three are killed.



Now run the long way around the corridor to the exit door. Yay!



You need a key to open the door on the right, but don't worry about that just yet. See the arrow on the bridge? Stand on it and walk off the ledge facing toward the tower.

You land on the platform and get many power-ups. Press ACTION to float toward the other tower.



Pull the switch on the right pillar to lock the falling slab into place.



Use Invisibility and kill four Rat Ogres. They still tag you a bit with their defensive swinging, so the use of a missile weapon could be a wise choice.

Go through the gate and take the Golden Key.



Back out and go through the hidden door in the corner.



Run through the passage and go through the right-hand gate.



Open the plain gate, turn around and go through the hidden door with Ratmen behind it.



SECRET #1: Run to the end of the passage in the hidden area, take the power-ups (including an Ankh and Flamelance) and throw the golden switch.



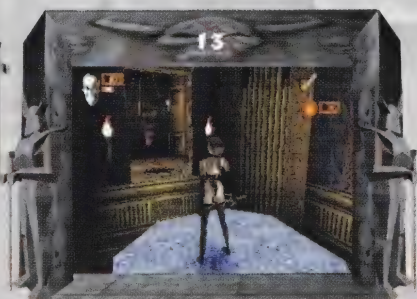
Return outside to the bridge and go through the golden door.



Use the save skull, open two chests for items, then throw the switch and up the elevator.



There are two grenadiers at the top. You will definitely take hits. Use strong weapons or spells (and Warding) to kill them. After these guys, two more teleport into the other alcoves. Rotate and shoot.



Time for a quick sequence to finish the stage. Jump into the room with two torches.



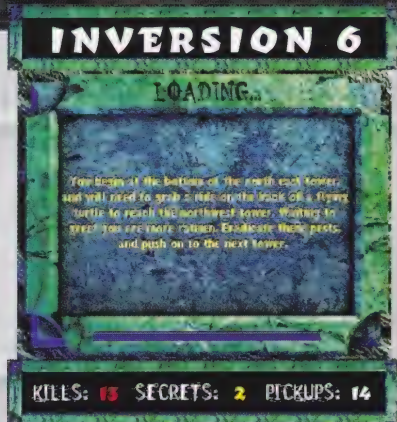
Throw the switch, quickly jump back to the platform, turn left and jump to the second.



The gate opens. Jump across into the alcove, run through and pull the switch. You teleport automatically onto the elevator.



Ride down and use the Red Key to exit.



Walk forward, save at the skull and climb onto the turtle. I believe I can fly!



Stay on the turtle as it carries you into the room. You're gonna take some shots, so use Warding if you have it.



Jump off at the earliest moment and kill the gunners. Don't worry about the Ankh in the trench just yet.



Walk through the left gate and slay two Ratmen and an Ogre. You can also try leading them outside the gate for individual whuppin'.



Go through the next door SLOWLY and take the scrolls. Don't fall off the ledge. It would suck if that happened.



SECRET #1: Stand in front of the tapestry and press ACTION. You teleport into the pit, take the Ankh and immediately teleport outside again.



Go through the exit and up the passage to a red save skull.



Kill the Ratman and Ogre at the end of the passage and go through the right-hand metal door.



Use the Firefly to see in the dark room. Kill two Ratmen.



SECRET #2: Take the items on the shelves and go into the next locale. Open the chest, take items, stand in front of the tapestry and yank ACTION to open the chest across from it.



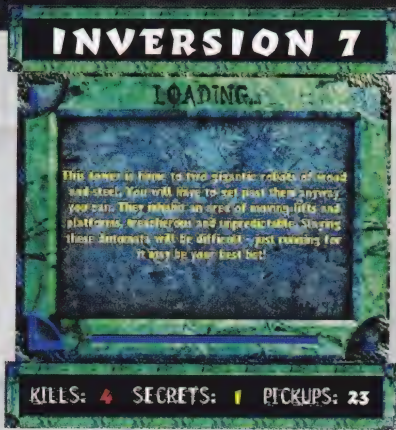
Now go through the passage on the left, killing Ogres.



Go through the hidden door at the end.



Return to the start and pull the tapestry to open the right-hand door. Walk outside to finish the stage.



Over the bridge and through the portcullis we go. But drop to the lower bridge first, where you can get Warding and teleport back to the upper bridge.

Save at the skull, open the portcullis, then throw the switches on either side of the portcullis. Run down the left passage and into the teleport. Hurry, it's timed.



Walk around, through the portcullis and onto the turtle. Press ACTION to float to the next door.

It's a long, long float. Be patient. It'll end soon.



Go through the gate and through a hidden door on the right.

Collect the power-ups and walk forward through gates and hidden doors until you find the switch. Pull it.

Continue down, through double doors, and enter the teleport.



Throw the switch to turn off the magic doors. Use the Grenade Launcher to shoot grenades through the doorways and onto the Automata, killing them both. Use the first-person view to aim.



When you hear the steaming noises stop, drop down and through the collapsing floor.



Grab the Flamethrower Ammo left behind by the robots and go through the wooden door. Open the coffins on either side, kill the Ghosts, and take the items, then enter the teleport.



You appear on top of a high ledge. Turn around and enter the door.



SECRET #1: Go through the hidden door on the right for hidden goodies.



Follow the passage around to a junction. Turn left and go through the wooden door to finish the stage.



Here's a screenshot of the Automata, since you killed them without even seeing them. You'll be seeing 'em again, though (gulp).

INVERSION 8

LOADING...

These are the Treasure Halls of the Ratmen, where they have stored their ill-gotten gains. Look for years of raiding and pillaging. It is heavily guarded and you will have to fight your way through many elite rat guards, but the rewards are great. At the end, a Turtle awaits to carry you to your next destination.

KILLS: ● SECRETS: ● PICKUPS: 32



Drop to the lower bridge, save the game, swig the potion and hit the teleport.



A small Automata appears in front of you; back up, kill it, take the ammo it leaves and go through the gate.



Don't get on the elevator right away; stay on the ledge and shoot the two Ratmen grenadiers with a weapon. The Blunderbuss works well.



Now go down the elevator and kill the Rat Ogres.



Open the chests on the left and right for items. (The bunch of chests hold nothing, but the individual chests have the goods.)



Don't miss the Ankh of Vitality, which appears BEHIND one of the chests. Kill the small Automata and stay away from the collapsing center of the room.



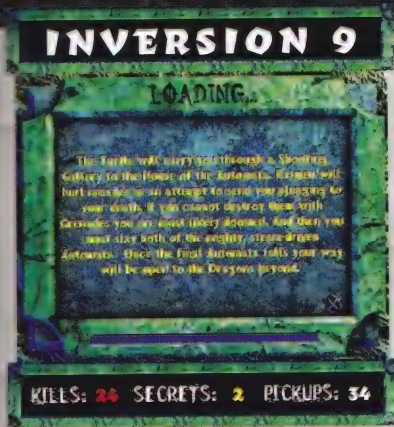
When the two small robots die, a big one rises up from the center of the room. Kill it and stay close to the middle when it dies.



Quickly hop on the elevator as it automatically descends.



At the bottom of the shaft, hop onto the turtle, press ACTION and ride to the end of the stage.



Save the game and press ACTION to ride the wild turtle.



Kill the Ratmen grenadiers with the Grenade Launcher and grenades helpfully provided as you float along.



Shoot the small robot and Ratman assassin on the right, and a robot on the left.



Continue blasting as you float through the shooting gallery. Use the first-person view to aim and fire.



When you get the text message "Watch out," leap over to the other turtle.



You finally reach a ledge. Grab the Potion and save the game.



SECRET #2: immediately turn right, run forward and drop into the right shaft for more items.



There are two small Automata and tons of items in the alcoves. Grab the goodies first.



SECRET #1: Run forward into the large room. Immediately turn and drop into the left elevator shaft to grab two rocket launchers and teleport out.



Last enemies: two Scorpions.



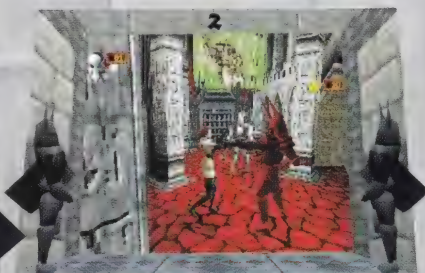
Now go back through the right door and ride up the elevator to finish the stage.



When the small ones blow up, the big ones arrive.



Immediately run forward, turn right around the corner, and take the Silver Sword.



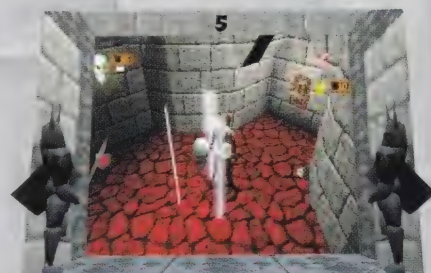
Now kill a bunch of regular and Red Knights. Use a good weapon, dude. Pick up the Health Potions the Red Knights leave behind when killed.



There are two hidden doors in the far wall across from where you started. Go through the one on the right.



Kill two more Knights and open the hidden door.



Back away to avoid the fire trap, then pull the switch. A save skull appears behind you.



Return to the main hall, but dodge the flame trap on the left side of the corridor as you go out, and kill three more Knights.



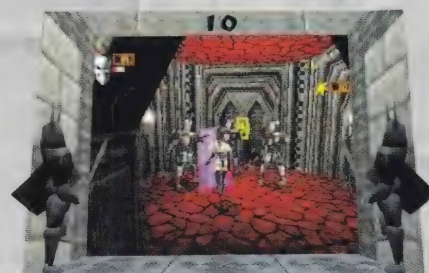
An elevator in the floor of the hall now works. Use it to go down.



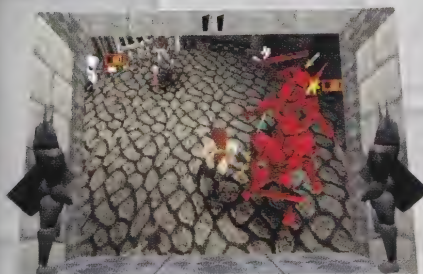
The flames will barely damage you, so run through them and open the chests for goodies. (If you turn off the flames with the right-hand switch, the chests trigger a rocket trap.)



Back on the elevator, pull the left switch (left as you face the flames) to go back up. Walk forward to the exit in the wall across from where you entered. There's another hidden door to the left of the exit. Go through it.



Kill the Knights in the hidden chamber and pull the golden lever. Run back outside and through the exit.



Kill the Knights and take the Golden Key. Use the save skull that appears.



Go through the gate and up the elevator to the Bloodbeast.



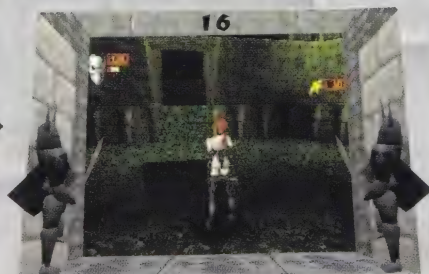
Use the Venom Sword to kill the critter. But don't bother trying to damage it by swinging from the side.



The weak spot is the eye in the middle of the Bloodbeast's forehead. Four or five strikes should do it. Keep running around it to line up with the head, and keep in mind you WILL be poisoned.



When the Bloodbeast is killed, two gates open behind you. Clean out the chests in the rooms.



Climb up the mossy stairs to the final area. Watch out for the dark pit in front.



Kill the Knights in here.



SECRET #1: There's a hidden door in the right wall. Kill the Red Knight for three Jetspells and an Antidote.



Go down the elevator to finish the stage.

DRAGON 2

LOADING...

A short, incident-driven plotline is the central theme. Each of its levels can be completed in a single play, and features fast and furious action. A platform runs around the edge, and serves the middle of the chamber. Use it to avoid the floor, and to take what strikes or what you can afford remaining on the move. With the lights down, it can be defeated. Slaying it will open the way to the last of the story.

KILLS: 18 SECRETS: 1 PICKUPS: 26



Run forward and down the elevator and out the gate.



Run to the back of the room and the left pillar. Throw the switch. All other switches will summon Witches. You really wanna do that? No.



Run to the hidden area on the right side of the room. Take the goodies and throw the golden switch.



Return to the main room and up the elevator.



Pull the switch, use the save skull and return down to the main chamber.



Go through the gate. Follow the corridor and through the doors, which close behind you.



Go down either walkway. Kill the Witches guarding each corner switch and activate them.



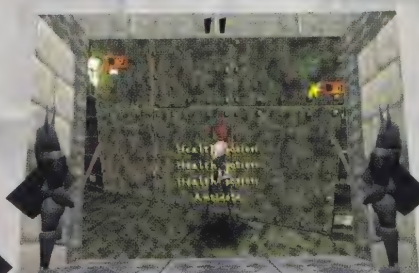
When all four corners are pulled, go to the central platform and pull the switch there. This opens a door down in the floor.



Drop down to the ground and pull six golden switches while avoiding the Hydra. Run along the walls to find them.



Now dart into the wooden door you opened earlier.



SECRET #1: Collect the sword from behind the gate opened by the golden switches. Then open the hidden door across from the gate, and open the chest.



Use the Venom Sword you just gathered to kill the Hydra.



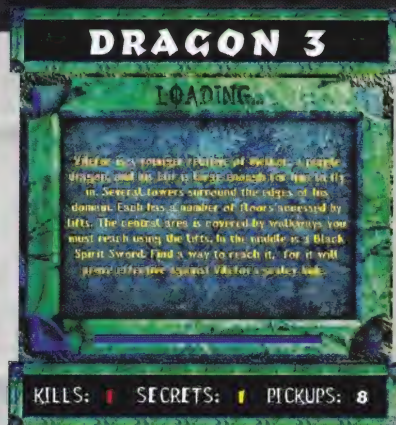
Hack away at the beast; it shouldn't take much to find it or avoid its various attacks. Use a Charm of Icy Cool if you have one to minimize damage from fireballs. Keep hacking away at the gut until it dies.



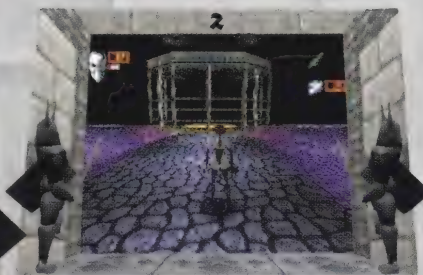
Return to where you found the Venom Sword and go through the tele-port.



Go through the door and down the elevator to finish the stage. Your score will suck, but who cares?



Use the save skull. In this stage, you have to yank three gold switches to open the cage with the Black Sword inside.



Run forward through the corridor to a giant central arena. Consider the direction you enter from as the south wall.



Run to the gate on the west wall, open it and go up the elevator twice to the top floor.



Walk outside and pull the switch to the right. This opens a hidden door in the elevator shaft.



Run to the door, pull the switch and jump left to avoid an arrow trap.



Turn around and pull the first gold switch.



Run out to the walkway, turn right (south) and go through the door. Hello, dragon.



Pull the switch here. You open a door to the second gold switch and fall through two floor tiles to the passage where you came into the area.



Run north to the gate and up the elevator twice. Pull the second switch and take Warding.



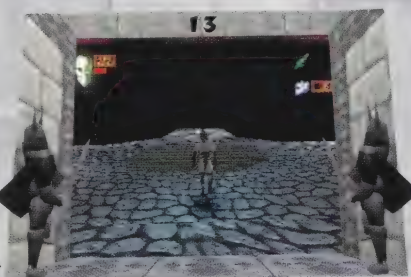
Go back down the elevator. Run out to the arena and into the northeast corner. Pull the switch to open the hidden door.



Go up the elevator and pull the switch. Take the Ankh of Vitality and return to the arena.



Run to the east door, ride up the elevator once, turn around and throw switch number three. The Black Spirit Sword rises to the center of the highest walkway.



Run and grab it.



Use it to kill the Dragon.



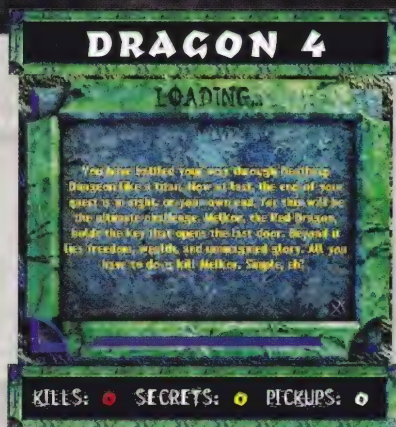
If you wait on the ground, the Dragon will eventually land and attack. Also try using the fireball launchers on the higher walkways to get its attention. Once he lands, hack away with the Black Sword.



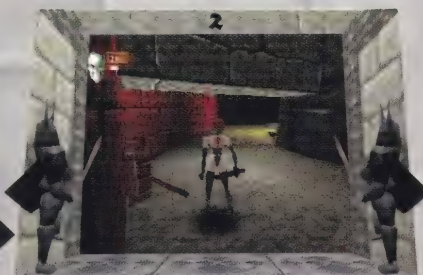
When he dies, the exit gate opens. Run through it into the final chamber.



SECRET #1: Open the hidden door on the left for an Ankh and go down the final elevator.



Wheel around the corner and save the game. This disappears once you enter the Arena.



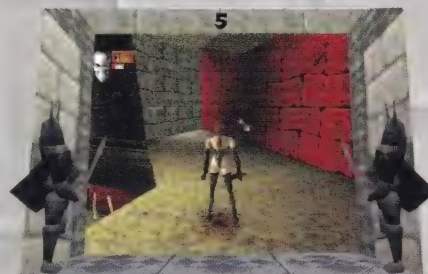
Now pull the lever on the opposite side of the room to open the hidden door into the Arena. Keep moving! The Dragon fires homing missiles (which bounce and explode if they miss) and tries to sizzle you with fireballs and lightning.



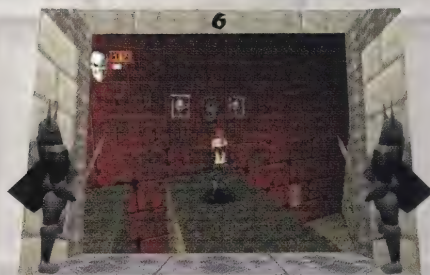
Follow the walkway around to the Rocket Launcher ammo. Run forward just enough to trigger the falling blocks in the roof and quickly back up to avoid them. Now you can safely climb over them and take the goods.



Climb over both sets of blocks and throw the switch in the corner to open a hidden door adjacent to where you entered the Arena.



Run back to the start and around the new walkway. Watch out for more falling blocks, including two above the Silver Key.



Return to the first group of blocks and throw the silver switch to open the wall on the right.



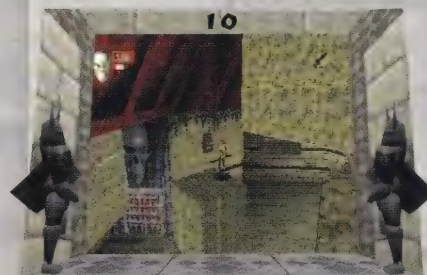
Run through the opened wall, through the portcullis, and down the elevator.



Run down the corridor and jump over the collapsing floor near the entry into the chamber.



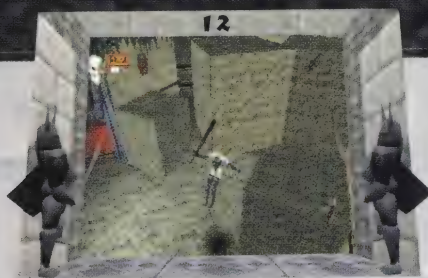
As you enter the chamber, a wall slides closed. You need a Gold Key to open it. Pull the switch under the block, but DON'T move. Watch the blocks slam into the position.



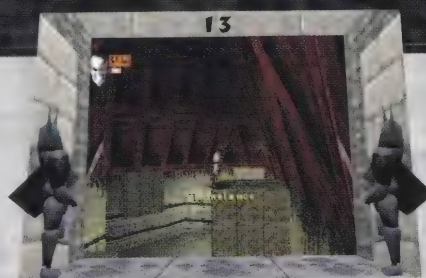
Run across the chamber and up onto the block. Pull the switch on top to open two gates.



Go through either gate to a red chamber with two switches. Pull the smaller switch (wooden one) to disable the trap, then pull the larger switch (next to the trap) to open a hidden alcove leading around the corner.



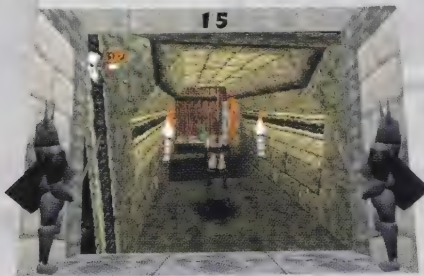
Pull the switch inside the hidden door to lower blocks in the main room. Problem is, they're trapped. Two blocks fly across the chamber when the trap is triggered. Climb up onto the new block (against the far wall) and quickly jump to the other side to avoid the trap.



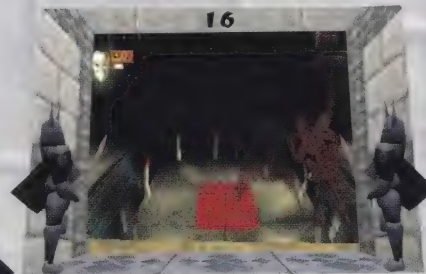
With the trap now triggered, climb up, take the Flamelance and yank the final switch.



Return to the red room and take the Golden Key from the hidden room you opened up, then leave the chamber and open the golden exit door.



There are two collapsing floors in the corridor, triggered when you near the torches. Set them off and use standing jumps to leap past them. Go through the portcullis.



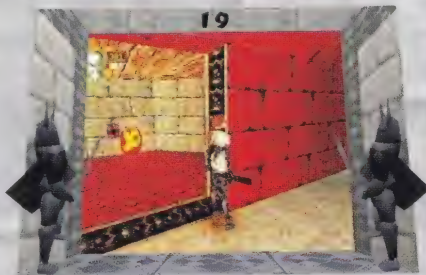
You've returned to the main chamber, which has four main sections: three walkways (you've already used the top and you're standing on the middle) and a platform in the middle, where the Dragon lands.



The walkways and platform are linked by teleporters. Use them to move between the lower walkways and the platform. Also run around under the platform for items, including a Red Sword and Ankh of Vitality.



On the lower walkway, collect the Red Key and go through the red door. Run down the corridor into a chamber with two raised sides. As you enter the chamber, you see a hidden door opening and closing.



Do NOT jump for the Red Sword right away, or you're bushwhacked with lightning bolts. Climb up, open the hidden door and jump out of the way to avoid a fireball trap.



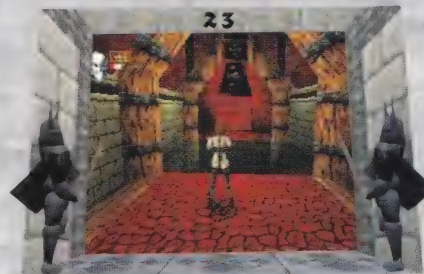
Throw the switch inside the hidden door to open the next one. It's a timed door, so hurry down to it, dodging fireballs along the way.



Take the Strength and throw the switch to open a third hidden door, which stays open. When you enter the next room, the door slams shut and you have to avoid flame traps as they erupt in this order: right of room, left, front, back of room).



Survive the sequence and the floor lowers; quickly pull the next switch before it resets.



Run through the next timed door, again dodging fireballs. Pull the final switch to disarm the lightning trap by lowering a wall. Take the final items and Red Sword. Now you're ready to rumble!



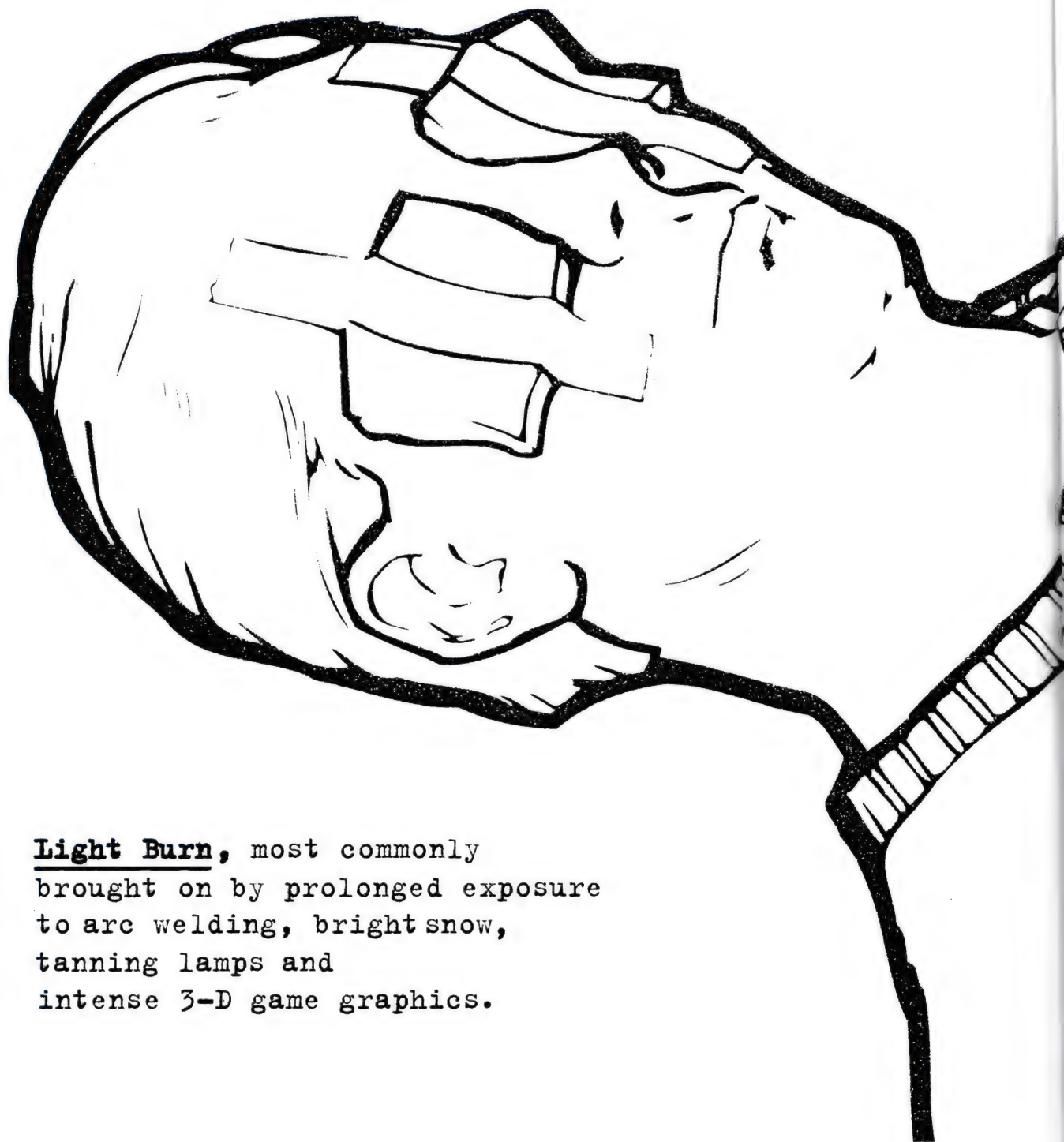
Ride up the elevator at the door to an Ankh of Vitality at the top.



Go to the lowest walkway and lure the Dragon into hovering, then use a Charm of Icy Cool and Anti-magic Charm. Shoot the mutha with the Flamelance.



The Dragon lands on the platform. Leap over to it, chug a Strength potion, activate Warding, and activate Icy Cool and Anti-magic. Use the Red Sword to cleave the Dragon's flesh until it dies a cruel death and you receive the ending sequence for this cruel, cruel game.



Light Burn, most commonly
brought on by prolonged exposure
to arc welding, bright snow,
tanning lamps and
intense 3-D game graphics.

To receive playing tips and reduce your chances of light burn, call the Eidos Hint Line (900) 773 - 4367.

Cost of call \$0.95/minute. Must be 18 years or have parent's permission. Touch tone phone required.



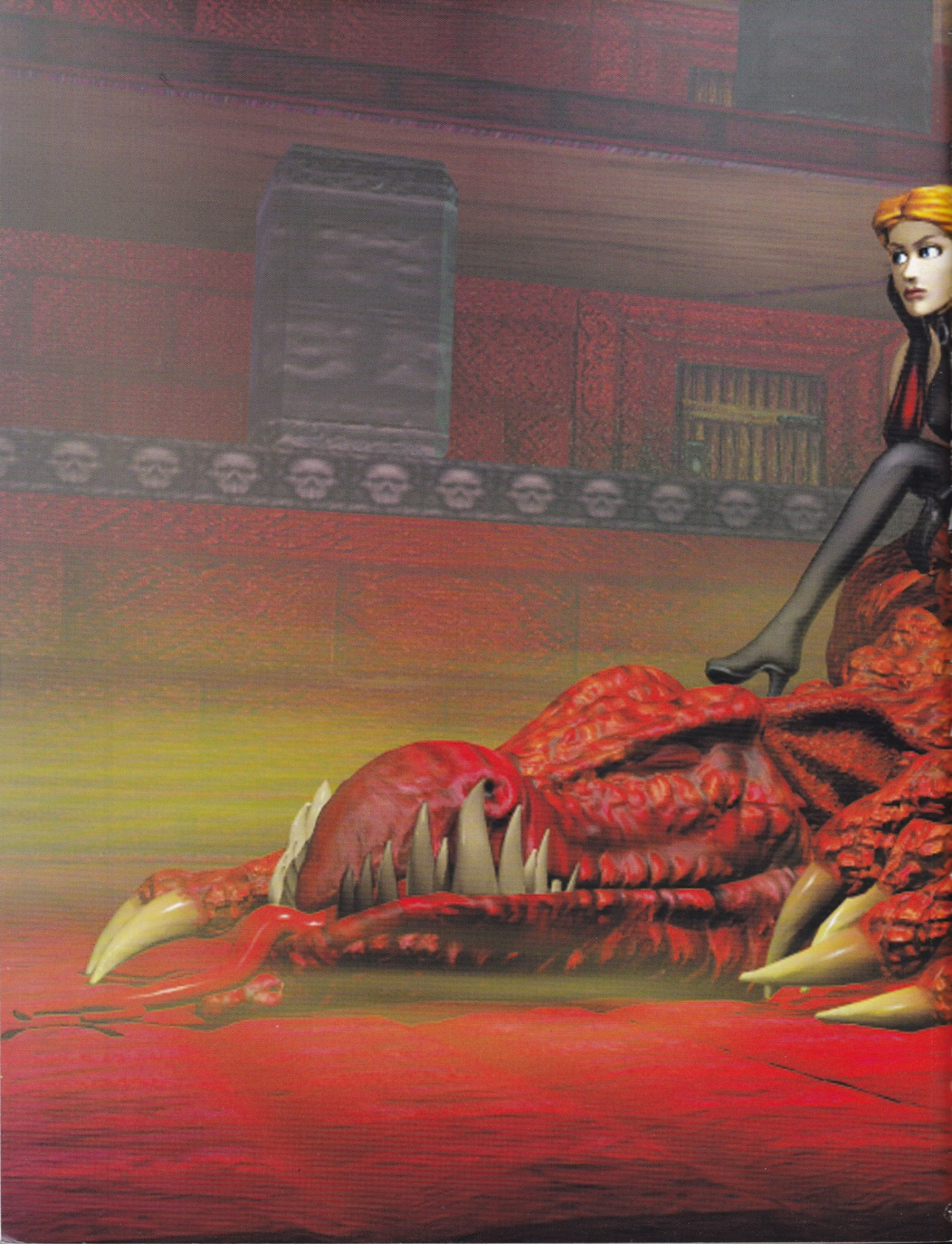
Light burn. It's the silent injury. Severe pain may not occur until up to six hours after initial exposure to Eidos games like Deathtrap Dungeon and Ninja. At which point, despite all protests, the player must stop playing and be put to rest in a darkened room. Because it's all fun and gameplay until someone loses an eye.

EIDOS
INTERACTIVE

You've been warned.

www.eidosinteractive.com







ALL KNOWLEDGE AND POWER IS YOURS

- Written by Zach Meston, master strategist and author of dozens of books including the Official Tomb Raider, Tomb Raider 2 and Resident Evil Strategy Guides.
- The only guide with tons of full color screen shots on every page.
- Complete walkthrough for all 38 levels of the game — master it all.
- All secrets revealed. Feel confident that you've seen everything the game has to offer.
- Step-by-step presentation helps you effortlessly move through the game, without getting "lost in (3D) space".
- Officially licensed book, by the developers and publishers of Deathtrap Dungeon — Eidos Interactive.
- Covers both PC and PlayStation™ versions.

IAN LIVINGSTONE'S

DEATHTRAP Dungeon

THE OFFICIAL
STRATEGY GUIDE

DIMENSION
P • U • B • L • I • S • H • I • N • G

EIDOS
INTERACTIVE

